NEW HAMPSHIRE 99'ERS

JUNE 1985

NEWSLETTER

NHUG NEWSLETTER - PO BOX 7199 HEIGHTS STATION - CONCORD, NH 03301 - VOL.3 NO.6

((((RANDOM RAMBLINGS))))

Seconds from the May meeting... Chris Agrafiotis discussed his experience with the FLIGHT SIMULATOR program by Donald F. Evans which is available thru DATASOFT of Merrimack, NH. You will find his written review in this issue. He also captivated the audience with his discourse on Data Base Managers. Seems everyone is trying to find a reliable, functional, user-fiendly, yet economical Data Base Manager. In his quest, Chris wrote to the major authors of DBM's with certain questions. All, but one responded with brochures describing their product, but not addressing his specific inquiries. OAK TREE SYSTEMS (3922 Valentine Road - Whitmore Lake, MI 48189) the authors of ACORN 99, were anxious to answer his questions. He was satisfied enough to purchase the program. ACORN 99 is a dual-pupose database system which provides preprogrammed functions for database definition, update, query, and reporting. ACORN 99 allows access to user-defined databases via XBASIC programs so that custom applications can be created. All database parameters including item types and lengths, record sizes, and number of records are limited only by physical characteristics of the disk being used. We hope to have Chris' ACORN 99 review for the next newsletter. By the way, as a result of his talk, seven members ordered ACORN 99 at a special introductory price ($?.00). Contact Chris @ 603/485-5017 if you want to order or have questions.

John Proulx of J.P. SOFTWARE (21 Hampson Street - Dracut, MA 01826) donated and demonstrated two of his copyrighted programs, BLUEY (graphics code genrator) and CASH FLOW MANAGER. We sincerely thank John for his generosity. These programs are now available from the club library.

As you will recall, election of officers will be held at the June 26th meeting. Please plan to be there. We need everyone's input! You will find further details in this month's yellow sheets.

This month's TIp of the hat goes to Ellen Rule who has just completed an exhaustive effort in preparing two excellent tapes for the CONSOLE BASIC users. This effort took weeks, but the final product is superb! (see the yellow sheets for more details)

I would be remiss, if I failed to thank (again) Richard Bailey and Ellen Rule for their invaluable assistance in organizing the disk library. We spent 24 man-hours one warm Sunday in Gonic to update the master library. A special thank-you is also extended to Richard's family for allowing us to invade their home and monopolize Richard!

We have reprints of info on the "TI-99/8" by RYTE DATA which was downloaded from Compuserve. For a reprint send three 22C stamps to HM LaBonville - 121 Camelot Dr. RFD5 - Bedford 03102.

Following the June meeting we will be sending a second order to Australia for GRAPHX. Send $33.00 to Helene (@ the above address) along with your name & address and version desired. Graphx is available in 3 versions: Mini-Memory; Editor Assembler; and Extended Basic (listed in order of preference). They offer identical functions, however minor differences exist in loading speed and the number of objects which may be stored on the 'Clipboard'. All versions require 32K, at least one disk drive and a joystick, and optionally the RS232 interface and an Epson or compatible printer. If you do not have a compatible printer send a copy of the pages from your manual dealing with the operation of its graphic mode. They will try to ensure that the utility will work with your printer.

(((BULLETIN BOARD)))

MULTICOM - PO Box 1693 - Sandy, Utah 84091 (801/572-6272). Currently offers a special to UG's on their Model 1000 (32K Memory Expansion Card)... $50. We have no idea as to their reliability... Does anyone out their have one?

TEXCOMP - PO Box 33084 - Granada Hills, CA 91344 (818/366-6631). Their latest ads include: E/A for $20; E/A + Widget for $40; M/M + Mini-Writer for $40; and EXTENDED BASIC for $50.

(((MEETING NOTICE)))

The NHUG meetings are generally held on the last Wednesday of each month. The next meeting will be held in the function room of PABLO's at 7:30 pm on WEDNESDAY, JUNE 26th. The July meeting has been scheduled for the 31st.

SMASH -- A PROGRAM BY OAK TREE SYSTEMS

3922 Valentine Road - Whitmore Lake, MI 48189

Review by Ellen Rule - New Hamphire 99'ERS User Group

This program, appropriately entitled, condenses a BASIC program (a program of single statement lines) by up to thirty percent, with the options to change (shorten) variable names, delete remarks, combine lines, and print a symbol table of the changes made.

The disk is self-documenting, with the choice of outputting the instructions to the screen or the printer. (I recommend the latter, since you will want to refer to the instructions during the process.)

The user has the option of utilizing the 32K memory expansion or running with the console RAM. After making the choice, the file names of the program or program segments (which have been previously saved in the MERGE format) are entered, as well as the output device/file names. Make sure your printer is on and then go do something else for a while! (I "smashed" a program with lines numbering just under 6000 -- it took one hour to make the two passes, scanning and compressing, that the process requires.)

SMASH delivers just what it promises, a shortened, multi-statement program. What it won't correct for, however, are things like the differences that exist between BASIC and X-BASIC (character sets, print commands), syntax errors, or program bugs. Speedy it's not, but overall, SMASH rates a plus for allowing better use of memory space and more efficient operation in the Extended Basic mode.

FINANCIAL ANALYSIS ON TI COMPUTERS

BY JOSEPH AND SUSAN BERK

Review by Ellen Rule - New Hampshire 99'ERS User Group

This book is a compilation of 'techniques and BASIC programs for company analysis, business decision making, portfolio evaluation and selection'. Each analytical technique is explained in full, with examples to show how it can be applied, and each is accompanied by the relevant formulas and a computer program listing.

Not being real familiar with business economics or stock portfolios, I looked for something in this book that might be helpful to me, the average person just looking to save money. Chapter 6, Depreciation Analysis seemed to fit the bill. This chapter is built around a program to determine the best depreciation method (straight-line, units of product, declining balance, and 'sum of the years' digits'). The sample analyses demonstrate that the amount of depreciation one can claim may vary considerably, depending on the method.

Other analyses demonstrate such useful applications as payment methods, adjusting for interest rate changes, and discount analysis. Correlation and regression analysis, inventory level analysis, and perpetuity analysis are among the other topics demonstrated (and, of course, programmed).

On the plus side, the program listings are plain and simple; the output is well defined. Listings are applicable to BASIC or EXTENDED BASIC. Terms (such as 'Return on Equity Ratio') are defined by formula.

On the minus side, the programs lack enhancement (i.e., if you make an entry error while running the program, there is no opportunity to correct it), however, the programs are clearly written and, therefore, subject to easy modification and enhancement.

If you are a small business manager, MBA candidate, investor want to determine the most favorable way to manage your money, the p this book will help you take the drudgery out of comparative analysis b your TI do the computations for you.

Chilton Books - Pb ISBN: 0-8019-7518-2 $12.95

WHERE DO I SELL ROBOTICS?

Tau Ceti, Alpha Centauri, Sirius... We could list several star systems with a favorable robotics trade, but circumstance is often the final determinator. Distance and fuel price, for instance. Or tax rates. In fact, this is just the beginning! Expected product availability, past dealings, and other cargo in your hold all play a part in your decision. As a Class 'C' trader, you depend on careful planning and meticulous attention to detail. Your survival may well depend on your ability to weigh the facts and read between the lines.

'Cargo Run' is an economic adventure set in the galaxy of the future. As a galactic trader, you explore the worlds that make up the Galactic Traders Union, buying and selling various cargos and staying one jump ahead of your creditors. A good eye, sharp wits, and an entrepreneurial spirit are a must!

Cargo Run is available for the Apple //+, //e, and //c and for the TI99/4A. TI version requires extended basic (disk also requires 32K). 'Cargo Run' can be purchased from your local retailer or directly from Redwick ($29.95).

REDWICK

POB 441256, Somerville, Massachusetts 02144

REVIEW OF FLIGHT SIMULATOR FOR THE TI-99/4A

by Chris C. Agrafiotis

Copyright 1984 by Donald F. Evans
This program is available from DATA*SOFT OF NEW HAMPSHIRE - 22 STEVENS AVE - MERRIMACK, NH 03054 (1/603-424-5217)

Before I begin reviewing FLIGHT SIMULATOR I would like to make some general observations which I feel need to be stated before any honest review can be made. We are all painfully aware of the shortcomings which exist in the software area relative to the TI. If you feel as I do you are fed up with paying hard-earned money for software that looked good in the ads but performed like a starter program for kindergarden students when you booted it. Granted the prices for TI software are relatively low but that does't give the producers the right to misrepresent their work anymore than you or I. Unfortunately the old adage, "you get what you pay for" does not apply to computer software. I have seen some high-priced software for the TI (and other computers) backed by expensive advertising, that, had I seen operate, I wouldn't pay a nickle for. On the other hand I have seen some inexpensive programs produced by "moonlighters" who couldn't afford any advertising that was sensational. I don't know what the solution to this "pot luck" approach to buying software is but I know it is very frustrating for all of us.

Furthurmore we must remember that the ability level of the people out there writing and selling games and other programs varies from the not-so-competent to the gifted. Unfortunately there is no way of knowing what the abilities of the programer are until you buy his work and try it. There is one common thread tying all of these people together however, and that is that they all believe their work is worth buying. They are proud of their work regardless of the proficiency level it displays. From my own perception anything that runs and does something (anything) on the screen is better than what I could produce because I am not a very accomplished programer. I try to keep this in mind when I am reviewing someone elses work. Remember, programs are to programers as babies are to mothers.....every mother believes that her baby is beautiful no matter how ugly that baby actually may be!

O.K., I've got that off my chest. Now what about Mr Evans' FLIGHT SIMULATOR? First of all it is not a flight simulator! By definition a simulator is a person a thing which assumes to have the appearance and characteristics of the real thing. In that sense one expects certain things of a flight simulator. One expects to approach the feeling of flying an airplane, climbing and diving, turning and banking, speeding up and slowing down, and finally lifting of the earth's surface and then returning there in one piece or several pieces depending on how proficient one is as a pilot. The key to any flight simulator is to be able to form a relationship between ones self, the aircraft and the ground. While this program comes closer to allowing this than any other I have seen written for the TI it still falls short of being a flight simulation program.

Let's get specific. First of all I have to say that the documentation for this program (three dot- matrix printed pages) is woefully lacking. Either the author figures we all are accomplished pilots and understand his program going in or he is just to lazy to sit down a write decent instructions. I believe that if a program is worth selling it is worth describing with decent documentation. This documentation merely lists the key operations (nineteen of them!!!!) and gives a brief description of the screen, the color use, and the instruments.

Secondly, there is no provision for joystick operation in the program! Every action is started, changed, or stopped by a keystroke. This is unbelievable in any flight simulator program. How on earth can you ever expect to feel like you are flying an airplane if you have to spend all of your time searching for one of nineteen keys to press? The fun of a flight simultor program is getting the feel of the airplane through the joystick; having an aircraft on the screen or the horizon react to your coordinated hand actions as realistically as possible. Unfortunately this realism is non-existent in this program.

So how can Mr. Evans say that this program is a flight simulator? I think he gets himself off the hook by stating that his program is a ".....realistic instrument simulator" He's right, it is. But it is NOT a flight simulator. The screen display is basically very good. It has a panorama across the top which includes a head-on view of a runway, a few buildings and a horizon. These never move. The color of the backround changes to tell you that certain things are happening like approaching the end of the runway or touching down but there is no movement anywhere on the screen which simulates what you would see from a real airplane. Most of the screen is filled with the "instruments". Actually, with a few exceptions the instruments are digital readouts telling you what the aircraft is doing. The turn and bank indicator is an effective instrument and is the only one that comes close to simulating a real aircraft instrument. As to the data that the "instruments" display, it is quite accurate and, if you can keep track of it all, tells you precisely what your aircraft is doing. I can't fault the program on this score.

Probably the greatest shortcoming other than the absence of joystick control is the fact that the aircraft you are supposed to be flying appears on the screen similar to a little double cross. (you are looking down on it) It is very small and bears little or no resemblance to a real airplane. It moves over the screen as you fly along, always pointing straight up. (heading North) It moves all over the screen including over the instruments. As your direction changes the airplane flies in that direction on the screen but continues to point North. This give you an unrealistic sensation because the airplane is graphically

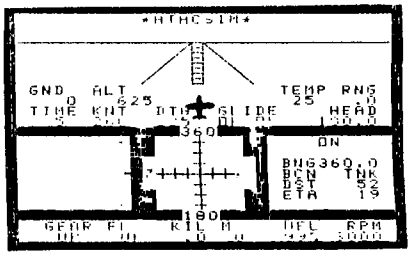
flying backwards and sidewards. The idea of course is to get the airplane over to the runway and land it. This is not as simple as it sounds because the flight characteristics which are reflected by the instruments are quite real and very accurate. For example when you bank to either side you naturally lose altitude and your airspeed changes. These changes must be counteracted or you will stall, tear off your landing gear, or crash. I found myself crashing consistently because every time I noticed that something had to be done, for example my airspeed was to slow, by the time I found the key to increase power it was to late. I suppose with practice I could keep the plane flying and I could even land it but it wasn't fun searching for and punching all of those nineteen keys.

There are some sound effects, primarily warning beeps which help somewhat is givng you some warning as to what was happening. Interestingly enough the program begins with a voice asking you if you want to play games? You never hear the voice again after that. I can't figure out why they felt the need to put it in.

Finally, the program includes three separate games: the Flight Simulator, the Bomber Simulator and the Attack Simulator. All three look exactly alike on the screen. Same panorama, same instruments and same little plane. The only difference between them is that in the second and third programs you can launch missiles and be fired on. One would expects some kind of arcade-type activity from the titles but it is not there. In fact I cannot say that the additional games add much to the value of the overall program.

In summary I must say that compared to the Dow-4 Gazelle flight simulator which is still being marketed for $35.00 and which is not a flight simulator either, this program is better. While both are instrument simulators at least this one does let you move an aircraft around and relate to the airport in the panorama. There is no comparison between either one of these and a true flight simulator program like Flight Simulator II which Sublogic produces for the Apple and the IBM machines. (to bad they couldn't write one like this for the TI). As far as rating this or any other program we must understand that what I think of it is purely subjective in nature and one-sided. In the final analysis everyone has to decide for themselves whether they want to buy and use a given program. Be that as it may this is how I rate Flight Simulator:

1.) PERFORMANCE.....FAIR
2.) ENGROSSMENT.....FAIR
3.) DOCUMENTATION.....POOR
4.) COST/BENEFIT.....FAIR
5.) GRAPHICS.....GOOD
6.) SOUND USE.....POOR



EQUIPMENT REVIEW
CASIO FX-450 SCIENTIFIC CALCULATOR

Richard J. Bailey
68A Church Street
Gonic, N. H. 03867

If you're trying to fathom the inner workings of the T.I. then this is the calculator for you.

For all you key counters out there, the FX-450 has 54 multipurpose keys. It's solar (or strong inside light) powered so you never have to worry about batteries. Besides having complete statistical functions, it will handle fractions directly (try that with most calculators!), do trig/hyperbolic functions and their inverses, and what makes it useful for delving into the T.I. is its ability to handle number base transformations easily.

Enter 256_{10}, press MODE 3, and it tells you that this equals 100_{16}. Enter $7FEC_{16}$, press MODE 0, and it tells you this equals 32748_{10}. You can just as easily convert to binary or octal. In base 2, 8, 16 you also have the Boolean operators AND, OR, XOR, XNOR, and NOT. The arithmetic and Boolean operators work with mixed number base operations. For example;

$1A_{16}+1101_2+36_8=69_{10}$
NOT $1011\emptyset_2=11111\emptyset1\emptyset\emptyset1_2=-23_{10}$

are easy to do with the FX-450.

It comes with a 1000101_2 page instruction book (69_{10}) plus a 100_{10} page application manual, all for under $30.00 at Service Merchandise. Closed it measures 3.25x5x.75 inches so it fits in your shirt pocket easily. It opens like a book and has keys on both halves. Add to the above features sexagesimal/decimal conversion, random number generator, rounding, physical constants, etc., etc.....

TIPS FROM THE TIGERCUB

#22

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for just $15.00 postpaid!

Nuts Bolts is a diskfull of 100 (that's right, 100!) XBasic utility subprograms in MERGE format, ready for you to merge into your own programs. Contents include 13 type fonts, 14 text display routines, 12 sorts and shuffles, 9 data saving and reading routines, 9 wipes, 8 pauses, 6 music, 2 protection, etc., and now also a tutorial on using subprograms, all for just $19.95 postpaid!

And I have about 140 other absolutely original programs in Basic and XBasic at only $3.00 each!(plus $1.50 per order for casette, packing and postage, or $3.00 for diskette, PPM) Some users groups charge their members that much for public domain programs! I will send you my descriptive catalog for a dollar, which you can then deduct from your first order.

This challenge was printed in Tips #21 -

```
100!The Unprintable Unkeyabl
e Program!
110!To shuffle the numbers 1
 to 255 into a random sequen
ce without duplication
120!The strings contain the
ASCII characters 1 to 127 an
d 128 to 255
130!Most of the ASCII charac
ters below 32 or above 159 c
annot be input from the keyb
oard
140!So how was this program
programmed?
150 M$="
                !"#$%&'()*+,-./0
123456789:;<=>?@ABCDEFGHIJKL
MNOPQRSTUVWXYZ[\]^_`abcdefgh
ijklmnopqrstuvwxyz{|}~"
160 M2$="



                "
170 M$=M$&M2$
180 L=LEN(M$):: RANDOMIZE ::
 X=INT(L$RND+1):: N=ASC(SEG$
(M$,X,1)):: M$=SEG$(M$,1,X-1
)&SEG$(M$,X+1,LEN(M$))
190 PRINT N;:: IF LEN(M$)=0
THEN STOP ELSE 180
```

And here is the answer - It was written by a program that writes a program! key this in and run it to create a MERGE format disk file. Then type NEW, then type MERGE DSK1.LONGSTRING and you will have a RUNable program consisting of lines 150-170 of the puzzle!

```
100 OPEN #1:"DSK1.LONGSTRING
",VARIABLE 163
110 LN=100 :: GOSUB 190 :: A
$=L$&"M$"&CHR$(190)
120 FOR J=1 TO 127 :: C$=C$&
CHR$(J):: NEXT J :: A$=A$&CH
R$(199)&CHR$(127)&C$&CHR$(0)
130 PRINT #1:A$
140 GOSUB 190 :: B$=L$&"M2$"
&CHR$(190)
150 FOR J=128 TO 255 :: D$=D
$&CHR$(J):: NEXT J :: B$=B$&
CHR$(199)&CHR$(128)&D$&CHR$(
0)
160 PRINT #1:B$
170 GOSUB 190 :: F$=L$&"M$"&
CHR$(190)&"M$"&CHR$(184)&"M2
$"&CHR$(0)
180 PRINT #1:F$ :: PRINT #1:
CHR$(255)&CHR$(255):: CLOSE
#1 :: END
190 L$=CHR$(INT(LN/256))&CHR
$(LN-256*INT(LN/256)):: LN=L
N+10 :: RETURN
```

Now type in the remaining lines, and you will have a speeded-up version of the Tigercub Scramble which was published in Tips #10. It is still not as fast as the CALL PEEK versions but is much more useful because you can modify it to scramble a sequence of any length anywhere between 1 and 255. For example, to shuffle the numbers 100 to 150 into a random sequence without duplication, just add a line 175 M$=SEG$(M$,100,50).

The method of writing a "program that writes a program" was fully explained by John Clulow in the 99er magazine Vol. 1 Nos. 3 and 4. It is a little-used but very valuable technique.

For instance, Tips#9 contained the following routine to turn the alphabet upside-down.

```
100 FOR CH=33 TO 127 :: CALL
 CHARPAT(CH,CH$):: FOR J=1 T
O 16 STEP 2 :: X$=SEG$(CH$,J
,2)&X$ :: NEXT J :: CALL CHA
R(CH,X$):: X$="" :: NEXT CH
110 INPUT A$ :: GOTO 110
```

The only trouble with that is that it takes about 50 seconds to run. Try this instead -

```
100 FOR CH=33 TO 127 :: CALL
 CHARPAT(CH,CH$):: FOR J=1 T
O 16 STEP 2 :: X$=SEG$(CH$,J
,2)&X$ :: NEXT J :: CALL WRI
TE(CH,X$):: X$="" :: NEXT CH
1000 SUB WRITE(CH,X$):: IF F
LAG=1 THEN 1010 :: FLAG=1 ::
 OPEN #1:"DSK1.WRITE",OUTPUT
,DISPLAY ,VARIABLE 163 :: LN
=3000 :: GOSUB 3000
1010 X=X+1 :: L$=L$&CHR$(200
)&CHR$(16)&X$ :: IF X<5 AND
CH<127 THEN L$=L$&CHR$(179):
: SUBEXIT
1020 X=0 :: PRINT #1:L$&CHR$
(0):: L$="" :: IF CH=127 THE
N 1030 :: GOSUB 3000 :: SUBE
XIT
1030 PRINT #1:CHR$(255)&CHR$
(255):: CLOSE #1 :: GOTO 301
0
3000 L1=INT(LN/256):: L2=LN-
256*L1 :: L$=CHR$(L1)&CHR$(L
2)&CHR$(147):: LN=LN+10 :: R
ETURN
3010 SUBEND
```

RUN that, type NEW, then MERGE DSK1.WRITE, and you will have a program consisting of DATA statements containing the hex codes for all the upside-down characters. Add a line 100 FOR CH=33 TO 127 :: READ CH$ :: CALL CHAR(CH,CH$):: NEXT CH, and you can turn everything upside-down in only 12 seconds.

Someone sent me a classified ad, clipped from an unknown publication, which read -

TI-WRITER COMPANION. Loaded with ingenious ways to make your TI-Writer more effective. Well written. Send $2.50 to Dr. Bill Browning, 7541 Jersey Avenue North, Brooklyn Park, MN 55428. Money back guarantee.

I sent off my money and have just received 29 pages, 3-hole punched, loaded with useful and ingenious tips and ideas for getting more out of TI-Writer. I recommend it - it's worth twice the money and then some!

The K-Town newsletter recently published a utility routine that is so useful that I want to pass it on to everyone. If a program is not resequenced after it is modified, this will compare

```
it with the original and
prepare a MERGE format file
of all the changes, for the
use of others to update
their copy.

100 !!!!!!!!!!!!!!!!!!!!!!!!
110 !!  COMPARE PROGRAM    !!
120 !     by Mike Dodd      !!
130 !!!!!!!!!!!!!!!!!!!!!!!!
131 ! In K-Town 99'er V.2 #1
     April 1985
140 !Version 85.0406.1XB
    Requires disk drive.
    Compares two programs,
    gives list of all diff-
    erences.
150 !SAVE old program in
 MERGE format (SAVE DSK1.(ol
 dfilename),MERGE). SAVE up-
dated program in MERGE for-
mat(SAVE DSK1.(newfilename)
,MERGE)
160 !RUN this program, answe
r prompts for OLD FILE name,
 NEW FILE name, and a differ
ent OUTPUT FILE name.
170 !When finished, type NEW
, then MERGE DSK1.(outputfil
ename) and ENTER
180 !Can be MERGED into othe
r copies of OLD program to
update them
190 DEF @(@$)=ASC(SEG$(@$,1,
1))*256+ASC(SEG$(@$,2,1))
200 A$=CHR$(255)&CHR$(255)::
 DISPLAY AT(1,1)ERASE ALL:"O
LD    FILE:": :"NEW    FILE:
": :"OUTPUT FILE:"
210 ACCEPT AT(1,13)BEEP:B$ :
: ACCEPT AT(3,13)BEEP:C$ ::
ACCEPT AT(5,13)BEEP:D$ :: OP
EN #1:B$,INPUT ,VARIABLE 163
220 OPEN #2:C$,INPUT ,VARIAB
LE 163 :: OPEN #3:D$,OUTPUT,
VARIABLE 163
230 LINPUT #1:@$ :: LINPUT #
2:E$ :: F$=SEG$(@$,1,2):: G$
=SEG$(E$,1,2):: A=@(F$):: B=
@(G$)
240 IF F$=A$ AND G$=A$ THEN
CLOSE #1 :: CLOSE #2 :: PRIN
T #3:A$ :: CLOSE #3 :: STOP
250 IF B>A THEN PRINT #3:F$&
CHR$(131)&" **DELETED LINE *
*"&CHR$(0):: LINPUT #1 :: @$
 :: F$=SEG$(@$,1,2):: A=@(F$
):: GOTO 240
260 IF A>B THEN PRINT #3:E$
:: LINPUT #2:E$ :: G$=SEG$(E
$,1,2):: B=@(G$):: GOTO
270 IF @$<>E$ THEN PRINT
E$
280 GOTO 230
```

Thanks to some ideas from Joyce Corker, I have made some more improvements to the Tigercub Menuloader, and I have used the above utility routine to list all the changes made since it was published in Tips#15.

```
100 !by A. Kludge/M. Gordon/
T. Boisseau/J. Peterson/etc.
modified in Tips #22
102 OPTION BASE 1 :: DIM PG$
(127),VV(127),VX(127):: GOTO
 110
105 @,A,A$,B,C,D$,FLAG,I,J,K
,KD,KK,N$,NN,P$,PG$(),Q$,S,S
T,T$(),TT,VT,VV(),VX(),W$,X,
X$,K2,S2
106 CALL INIT :: CALL LOAD :
: CALL LINK :: CALL PEEK ::
CALL KEY :: CALL SCREEN :: C
ALL COLOR :: CALL CLEAR :: C
ALL VCHAR :: CALL SOUND :: !
@P-
150 ! **DELETED LINE **
160 T$(1)="d/f" :: T$(2)="d/
v" :: T$(3)="i/f" :: T$(4)="
i/v" :: T$(5)="pro" :: ON WA
RNING NEXT
170 IMAGE ###
180 DISPLAY AT(1,4):"TIGERCU
B MENU LOADER"
210 D$="DSK1." :: OPEN #1:D$
,INPUT ,RELATIVE,INTERNAL ::
 INPUT #1:N$,A,J,K :: DISPLA
Y AT(1,2)SIZE(27):SEG$(D$,1,
4)&" - Diskname= "&N$;
230 FOR X=1 TO 127 :: IF X/2
0<>INT(X/20)THEN 260
240 DISPLAY AT(24,1):"Type c
hoice or 0 for more 0" :: AC
CEPT AT(24,27)VALIDATE(DIGIT
)SIZE(-3):K :: IF K=0 THEN 2
50 :: IF VV(K)<>5 THEN 411 :
: IF K>0 AND K<NN+1 THEN 420
 ELSE 240
290 DISPLAY AT(X+4,2):USING
170:NN :: DISPLAY AT(X+4,6):
P$ :: PG$(NN)=P$ :: DISPLAY
AT(X+4,18):USING 170:J :: DI
SPLAY AT(X+4,22):T$(ABS(A))
291 VV(NN)=ABS(A):: VX(NN)=A
BS(B)
295 X$="  "&STR$(B):: DISPLA
```

```
AT(X+4,26):SEG$(X$,LEN(X$)
-3):: VT=VT+J
300 DISPLAY AT(X+6,1):"  C
hoice?" :: ACCEPT AT(X+6,16)
SIZE(3)VALIDATE(DIGIT):K ::
IF K<>NN AND K<>NN+1 THEN 41
0
410 IF K<1 OR K>127 OR LEN(P
G$(K))=0 THEN 320
411 IF VV(K)=5 OR(VV(K)=4 AN
D VX(K)=254)THEN 420
412 ON ERROR 417 :: CALL CLE
AR :: OPEN #2:D$&PG$(K):: CA
LL SCREEN(16)
413 LINPUT #2:W$ :: IF EOF(2
)THEN 416 :: PRINT W$
414 CALL KEY(0,K,S):: IF S=0
 THEN 413
415 CALL KEY(0,K2,S2):: IF S
2<1 THEN 415 ELSE 413
416 CLOSE #1 :: CLOSE #2 ::
END
417 DISPLAY AT(12,10):"UNLIS
TABLE" :: CALL SOUND(200,110
,0):: RETURN 400
430 ON ERROR 417 :: CALL INI
T :: CALL PEEK(-31952,A,B)::
 CALL PEEK(A*256+B-65534,A,B
):: C=A*256+B-65534 :: A$=D$
&PG$(K):: CALL LOAD(C,LEN(A$
))
```

The Menu Loader will now list up to 127 programs and files, showing the number of sectors in each and the file type, record type and record length of each file. It will stop at the end of each page, and continue on a default value of 0, or will stop for selection when any key is pressed. It gives disk name, number of sectors used and available. It adds up sectors actually used and gives a warning if all sectors are not accounted for. It will load and run any program which can be loaded from Extended Basic, displaying the program being loaded. It will delete any program or file, after first displaying the filename and requesting verification. It will list any listable file to the screen, pausing on any key input, and can be very easily modified to list to a printer. If a file is not listable, it will inform you so, and restart the menu selection. It has the pre-scan option to speed it up.

Fairly often, the disk directory will lose track of one or a few sectors during the process of loading records, even though the Disk Manager showed all 358 were initialized. That's why I put the checking routine in the Menu Loader. The figure shown as "used" is actually 358 minus the number of sectors still available, and is checked against the total sectors of all files.

The loss of a few sectors is no serious matter, but once in a great while you may notice that the "available" and "used" sector quantities have obviously been reversed. I have found that this is a signal that the disk is about to go haywire and you had best back it up immediately!

Programs and files are loaded in the first available sector, and continued in the next available sector. If a number of small files are deleted from a disk, and a long file is then loaded, it may thus be fractured into many parts. If you have a work disk on which you continually add and delete files of various lengths, it will become badly fractured. This can cause disk errors, and it also badly overworks your drive. It is a good idea to recopy your work disk occasionally - file by file, not sector by sector with a quick copier.

MEMORY FULL! - Jim Peterson

PLEASE. . . .

TO AVOID DISAPPOINTMENT, RESERVE YOUR LIBRARY SOFTWARE PRIOR TO THE MEETINGS. EVEN IF YOU'RE "JUST INTERESTED" IN A SELECTION, IT SAVES US A LOT OF TIME IF WE CAN COME PREPARED!!

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MAKING YOUR CONSOLE RUN COOL

by
Richard J. Bailey
68A Church Street
Gonic,N. H. 03867
NH99'ERS USER GROUP

If you have an older console that runs hot on the right hand side near the cartridge slot, there is relief. Radio Shack is selling switching regulator type power supplies (#277-1016 $5) to replace the linear regulator power supplies that were used in the older units. The newer supplies are better built and, more importantly, more efficient which means they dissipate less energy as heat.

The new supply comes with the necessary connectors but may not have the LED used as the panel indicator or the series dropping resistor for the LED and these have to be added. Check the location of the LED on the old supply to see where it must be added on the new supply. One lead of the LED is connected to the ground plane and the other is connected to a run that goes toward the middle of the circuit board. Where this run ends is where you must add a 220 ohm 1/4 watt resistor. Instead of getting a new LED you can just transfer the one from the old board. If the LED doesn't light, you probably have it in backwards.

The supply voltages should be checked BEFORE you install the new supply in the console. If the voltages are not correct, adjust RV1 with about a 1 amp load on the +5V line until it reads about 5.3V. The other two voltages run +12V and -5V .

Replace the supply by doing the following:

1) Disconnect power and all cables.
2) Pull straight out (toward front) on plastic on-off switch to remove it.
3) Remove the seven screws that hold the bottom half of the case and remove it.
4) After noting the exact location of the power supply leads, remove its two screws, unplug main board, set power supply to one side.
5) Reassemble console using the new power supply by reversing steps 1-4. Make sure that when you replace the power supply the switch lever fits into the slot in the slide. Check to make sure that it slides properly and that the LED is in its proper location.

Actually you should recheck the voltages before you put the bottom of the case back on. If everything checks out o.k., then your console should work properly and run cool.

NEXT MEETING

WEDNESDAY

JUNE 26th

7:30 p.m.

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