



NEWSLETTER

Vol. 5 - No. 3 MARCH 1989 \$1.25

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MEETING MINUTES - 2/28/89

The meeting was called to order at 7:05 P.M. 16 members were present, including two return guests, Ms. Joan Leach, from the local IBM PC users group, and Liz Christie. Welcome, again!

OFFICER'S REPORT -

The president, Dic Slunaker, reported the following two corrections to last months newsletter:

1. The purchase price of floppy diskettes to the membership will be \$.50 each, vice \$.35 each.
2. The feasibility of free

pizza and drinks at our monthly meetings has "feasled" out!

The vice-president, Kevin Schwegel, distributed copies of the new, updated program library catalog, which he volunteered to compile and publish. If you didn't receive one, they can be obtained from the lending librarian, Trix Gastoni. Thanks, Kevin.

Treasurer's Report - Richard Emblen reported to the membership that our general operating fund was down to \$245.96. He reminded everyone about paying their annual dues on time. If you are in arrears and you wish to continue your membership, please mail your check or money order as soon as possible, payable to:

Northern Nevada 99'ers
5554 Mark Circle
Sun Valley, Nv. 89433
ATTN: 4N Treasurer

Program librarian, Jack Fay, asked the group for any suggestions on improving the library. He also said, that from now on, any programs requiring instructions, will either be documented in the disk or on the disk sleeve or a hard copy will accompany the program.

OLD BUSINESS -

Jerry Cohen completed the updating of our official 4N Users Group Constitution!

Copies were passed out to everyone in attendance. To those active members who could not be present, the constitution will be mailed to you. Thanks, Jerry, for a job well done!

The floppies that were ordered for our group last month have arrived. As mentioned earlier, they are for sale at \$.50 each. They are a good quality, DS,DD, 5 1/4 floppy. Disk sleeves are provided but labels and write-protect tabs are not included.

NEW BUSINESS -

It was voted on and approved that annual membership fees will be collected on the first month of each year, effective 1990. This is being done to alleviate the problems associated with the collection of funds at sporadic times throughout the year.

Also, the group's mailing list will be updated and revised. If, for any reason, you would like your telephone number removed, please contact, Dic Blunaker, as soon as possible.

A motion was made and passed to adopt, GARFIELD, as the group's official mascot.

PROGRAMS' GIVEAWAY -

The two free programs featured this month were: TI-Artist, Version 2, by Chris Faherty - a very popular and easy to use graphics program; and, GK3, a utility disk by Tom Lidstone and Rick Grisson. The GK3 is a modified version of DM-1000 and offers the user several time-saving features for managing disk files.

For the benefit of all present, Ed Conradt and Michael Digangi demoed the TI-Artist program, and, Bob Gastoni, demoed the GK3 Utility disk.

MONTHLY RAFFLE -

Jerry Cohen was this months prize winner for the telephone headset. Congratulations!

CLOSING -

The meeting ended at 8:30 P.M.

```

R ***** R
* *
E * NEXT MEETING: * E
* *
M * TUESDAY 3/28/89 * M
* *
I * 7 O'CLOCK P.M. * I
* *
N * ROUND TABLE PIZZA * N
* *
D * W.4th & VINE ST. * D
* *
E * RENO * E
* *
R ***** R
  
```

EDITOR'S NOTE -

For those of you with modems, the following is a list of 24 hour BBS'es operated by users groups participating in our newsletter exchange program:

Western New York 99'ers
(716)837-2818 1200

Kansas City 99'ers
(913)436-9074 300/1200/2400

Dallas TI Home Computer Group
(214)233-1750 300/1200

San Francisco 99'ers
(415)782-9030 300/1200

Southern Nevada Users Group
(702)648-1247 300/1200/2400

VAST Users Group
(602)437-4335 2400

Users Group of Orange County
(714)751-4332 300/1200/2400

Greater Tampa Bay TI U.G.
(813)654-8484 300/1200/2400

IMPACT/998
by Jack Sughrue

GOOD OLD DAYS

PART I: DARK AGES



"Perhaps THIS will refresh your memory!"

"Long, long ago in a world far away...."

In the computer world, the "Good Old Days" are measured in minutes, not in decades (as with real life). So in a real-life decade, the computer world has lived eons.

Public broadcasting ran an hour-long program called "Computer Graphics" a few months ago. It assaulted the senses; it was so mind-boggling. These incredible graphics were used for media, manufacturing, medicine, were fun, and MIT (the Massachusetts Institute of Technology), where some of the most advanced computer activities in the world are going on, including a 64x64x64-foot total computer environment which is simply called The Cube. But the research on Artificial Intelligence performed by some of these most creative scientific geniuses on Earth is where the limits of imagination cease to exist. There are other technical institutes in America and worldwide (particularly in Japan) that are investing large amounts of time and money in AI development. The world is already a completely different one for us than it is for these unusual folk. Reading about the fascinating AI future is the most flabergasting reading I've ever done. (And it gave me an opportunity to finally use "flabergasting" in a sentence.)

There is nothing in our lives today that doesn't have a computer relationship. There will be nothing in our future that will not contact computers in some way. All "things" such as books, beds, bowling balls, and bananas have to be shipped and stored and sold and bought. Computers. Optimum growing and harvesting time (bananas and the wood for beds and books) are computerized. Computers help design books and bowling balls and beds and help in the manufacturing.

A walk in the country? Well, unless you live next to the place of the walk (in a house with VCRs, TVs, microwaves), you have to drive in a car (with computerized engineering) to even get to it. Then you'll probably wear clothes and shoes.

I really tried to think of something in my life that is not affected by computers. I have a library of old P.G. Wodehouse books written, I'm certain, on mechanical typewriters and set by typesetting machines and printed on mechanical presses and bound by mechanical equipment - all from the 50s and 60s.

Now, if I read any of these books at night at home, I realize some computer is sending me electric energy and keeping tabs of how much I use.

But, if I squeeze into an old pair of dungarees from my middle-age (pre-computer manufacture) and, barefoot and barechested, go lie on our lawn in the sun to read as humans were intended to, I have the nagging sensation that I'm not fully out of the computer world yet. I try to ignore the cars driving by, the planes flying overhead, the sounds of some silly teenyboppers bopping down the street blaring their silly noises through a boom box.

And, eventually, Wodehouse captures me, and I am computer-free for a few hours.

Maybe.

If the phone doesn't ring; if the neighbor doesn't start up the thundering smoke machine he calls a lawn mower; if nobody offers me a cool, refreshing beer (grown, harvested, processed, canned, delivered, advertised, and sold by our friend, the computer).

Maybe then.

But all this sounds like I don't love my computers. I do. I DO! If they are taking over the world, as I'm certain they are after reading some of the latest AI books, then I want them to know I am on their side!

All this thinking about how quickly and completely computers invaded our lives began at the last meeting of our M.U.N.C.H. User Group. One of our new members (Yes, we are getting new members!) asked what life was like in the old

days of the club. Well, the 4/A hasn't existed for a "real life" decade yet, so I didn't have any trouble recalling.

Before the 4/A existed, TI generously loaned me a chicklet-key 99-4 to use for a year in my 5th-grade classroom. We probably had the first computer in an elementary classroom in America. It was great! The kids and I learned to have the computer do calculations. (The 4 had a calculator built in as one of the original screen options.) We learned how to make the computer fill up the screen with our names. We learned to delay with FOR/NEXT. Things like that. There was no software at all and only a xeroxed attempt at a manual.

But it was fun. And very difficult! (I hear the chuckles out there. Think for a minute. NOBODY had a computer. No library. No small business. No stores. No schools. No homes. Making your name come up on the screen was no easy task at first. Still, it was better than watching the test pattern on TV for hours when TVs first came out, but that is another story.) I think it was a 4K prototype. Black and white TV. I can't recall sound.

When I finally bought my first TI, I was floored by the features and by the wonderful keyboard. As a touch-typist I found it much more convenient than the chicklets or the membranes on those early computers (though it still took me an awfully long time to master the peculiarities of it).

The features! For one, it had great things built into it that I didn't recall or learn from the 4: NNN, RES, all those sub calls (SOUND, COLOR, etc.) that still make the 4/A one of the easiest programming computers ever to be made (though its unique BASIC caused many translation problems). Its biggest feature for me (as I still had a black and white TV and hadn't yet received my synthesizer free for buying six cartridges) was the ability to save the programs. A tape recorder. We lost everything on the 4 when we shut it off, but now everything could be saved. The manual even had programs we could type in free.

The manual, "Beginner's BASIC, was, to me, one of the most lucid, exciting tutorials I have ever seen. I can still recall the sense of accomplishment and wonder and awe I felt when I was able to create the stick figure and make it move. It was called "Mr. Bojangles," crude block graphics that alternated to create the illusion of movement. To me it was a crowning achievement of some kind.

I called my family in to see what I had done. The four kids looked and sailed and left. They were used to being called in to "look what your father did on the computer!" My wife appeared incredulous.

"Don't you like it?" I asked.

"You paid over \$500 and have been up here every night for three months for THIS?"

She missed the point, I think. She was never one to understand compulsive/obsessive behavior. It doesn't run in her family.

Ah, well.

And I saved the program. I still have it. I just got up and pulled it out of the box of tapes in the corner of my computer room. It's called "Dancing Man," but I don't think I'll load it and run it. I'd rather remember things my own way.

I wonder if most of the young techie-whiz types who started off at the same time I did with the TI ever went through those infant and pre-school stages or if they just leaped into techiehood.

One of those types - a young man by the name of Bernie Miller - and I were in N.U.N.C.H. way back when. We both had our B&W TVs and tape recorders and we both had typed in the manual. He had been a charter subscriber to the old "99er" magazine, and I had bought an early book of programs by C.W.Engel, called "Stimulating Simulations for the TI-99/4A." Just seeing my computer's name on the cover of a book gave me a thrill the way we VW Beetle owners used to feel when a fellow Beetle driver would pass and toot in the early days of very few Beetles. A fellowship was being formed.

This was long before the big 1983-4 publishing boom for TI, when about 90% of all the 100-plus TI books were published. This is before Extended BASIC.

Bernie said he would type in some of the programs from "99er" and we could both try them out. I said I'd do the same for the Engel book. It was a great learning experience for both of us, as the listings were not always very accurate. (Engel had done translations, so many BASIC terms were inaccurate.) Typing, trying to figure out what the weird stuff meant, looking up examples in the manual and reference book that came with the console, discussing the problems, and SOLVING the problems to create a finished, working program, was a fine thing to do. (Bernie did most of the solving, but I did a lot of the learning which he seemed to absorb from the air without effort.) I don't think this is a process most home-computer owners go through anymore. Too bad. It was a wonderful way to discover the depths of the computer and of oneself.

One day, almost a year after Bernie and I started working as a team during our M.U.N.C.H. meetings and at each other's houses a couple times, Bernie announced that we had "over 100 programs!" Granted, a lot of them were simple screen graphics or variations of The Dancing Man, Guess The Computer's Number, and How To Amortize A Loan, but we did it! We had over 100 files and were thrilled.

And we had begun to put our own stamp on those programs. The flashes and whistles, as we learned how to use the techniques of animation and music and color (though I hadn't yet gotten a color TV).

I brought the computer back and forth to school and started to write flashcard programs for my class. With lots of glitter. My kids at home and at school began to take to it.

My two sons helped me debug programs. They began to see things I missed. I saw things as an English-major proofreader. They saw things as computer programmers would see them: symbols or patterns that didn't make sense; even electronic punctuation, which was so different from English.

Then I realized (this is in 1982/3 - and I had bought a second computer "for the kids" at home and a third for my classroom -) that I was of a different age, maybe an entirely different species. These youngsters had no awe of the computer. It did not fill them with wonder. And, though they would all do so much more with the computer than I could dream of doing, they wouldn't have as much fun doing it. To them, Neil Armstrong's stepping on the moon while I watched it live in my bedroom on another world in the wee hours, was no big deal. Neither is a computer.

To them.

It still fills me with awe and wonder.

(This is the first of three personal recollections about the 4/A's "Good Old Days" as seen through the eyes of a honest-to-goodness non-techie.)

[Jack Sughrue, Box 459, E. Douglas MA 01516]

WORD SAFARI

```

*****
#EVRBPZCPPYDPVYUNYRIIXOZRN#
#NNZOVZIELCEL SERCPGENWVVL#
#DVI CLW CNUJQWVJATVIVLOKLIB#
#FCFFZOMCIPZEHJBWAIPAFQTQ#
#LHOAEZCUXTZCHLDBYVCIJZY#
#MAVCCDYWUPIBITVTEBVS HOAVC#
#BRSCQCGKQYQANZXWLOXHSLL#
#CXIESMAHNFZLWYBAPLUBDRXQ#
#YVNP TSYOJZINPSIIVDBOZAETPR#
#UFVTVKHMLOHCTPZCKGWTSEQDT#
#GDRGAGTSREKGUHOEFBAEJAFDF#
#ZTJRAZKMZRBC LUMIYFQSLFDKT#
#OBCJTITLKNKJREAKUQWYFJX#
#LCKOZNEEYZRWCNBIEPBRYHHIE#
#XSWQTCTABKRKEEINLUJYPCAN#
#DRIEYORZUBPDHL CRFLXFGHCZP#
#QWBEPBGJOFQLOEJUMQAZWVFM#
#NBZZKKJUCYFCBYEVCMSCURWPZ#
#VMP IUIEATDALJJHYEDNETXEY#
#EVAMDNTYGTJUNMZWAVRTLQJZF#
#XJCOSPDIEKDJIPWHSRBMROGI#
#DANDTUSNTSUBPROGRAMJONMXN#
#JSINRYAAEFDFBIENEJOKVTJJG#
#DKOAJXZXWSPETIRPSFATNIRPA#
#WZCRPOJHTRANEPSJPCCIYXFN#
*****

```

```

SUBPROGRAM
ACCEPT
KEY
JOYST
CHAR
NEXT
GOTO
BREAK
PRINT
POSITION
RANDOMIZE
RESEQUENCE
SPRITE
MAGNIFY
COLOR
COINC
CALL
LOCATE
LET
INITIALIZE
DEFINE
DATA
CHAR
EXTENDED
ELSE

```

DIRECTIONS: There are 25 words hidden in the puzzle above. You may find them horizontally, vertically, or diagonally. And, they may be either forward or backward. Circle each word as you find them. The first word has been done for you as an example. GOOD LUCK! (Answers on last page.)

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NORTHERN NEVADA 99'ERS
5354 MARK CIRCLE
SUN VALLEY, NV. 89433

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Group meetings are held on the last TUESDAY of each month at 7:00 P.M. at Round Table Pizza, W. 4th St. and Vine, in downtown Reno. Visitors are cordially invited to attend.

Editor: Roland Chapman - 3490 Golden Valley Road
Reno, NV. 89506 - (702) 972-8209

(Reprinted from the Western New York 99'ers INTERFACE / February '89)

This could be the best news in some time folks. There is a very strong possibility that TI-Artist will be getting a facelift! My source for this information is TI-Source, the Textaments bulletin board. Steve Lomberti, Textaments owner, has requested that you drop in and tell him what you would like to see changed. Before I get into that though, I would like to venture a guess as to how this happened. It is also a backhanded compliment to our present community.

I had heard that Chris Faherty, Artist's programmer, would never do anything for the TI again - I don't know why such a statement was made.. However, in case you hadn't noticed, it's Chris's dad that created TI-Base, the hottest selling item going right now. I am sure that by this time, sales on TI-B are approaching, or have already surpassed 2000 copies. That's a fair piece of change! I don't know who is going to do this facelift, but it's for sure somebody decided that the community is a lot different today than it was three years ago. That's when Artist came out. We buy good stuff now if we intend to use it, and that says a lot for today's Tier.

Anyway, off the soapbox... here is a list of stuff I would like to see. If you agree or disagree, let's have your opinions.

First of all, and most importantly, don't CHANGE too much, but very definitely add to the program. Based on the modular approach that we are using with TELCO and PRESS, we can go as far as we want to with new functions.

The one change the program needs most; to remove the case sensitivity from the I/Os. Nothing makes me crazier than to be moving stuff around and have to go in and out of the alpha lock.

Add some new "brushes". There are only a half dozen or so in there now. Take a look at Picasso or Joy-Paint and see all they have to offer.

Add more textures to work with.

How about a spray-can effect? You could replace the "Point" icon very easily with that.

I would like to see two zoom stages, kind of like MY-Art. The first step could use a quarter of the screen, the second could be the same as it is now. I prefer the zoom mode of Picasso, but I doubt if that would be possible in Artist. I would like to see a shape change for the circle and disk functions as Graphx has. Circles are nice, but it's not a perfect world, so there are more ellipses.

Make saving color in the picture file a selected option, or devise some automatic method of detecting color.

As much as I would like to see a larger screen area, I'm afraid that the large scale move and copy functions would suffer. Check it out though. I find the small scale functions of this type in Joy-Paint totally unacceptable.

It needs better drivers for today's class of printers.

Could a light pen be designed for it that really worked??

Put an eight pixel eraser and a single pixel draw in the enhancement section.

Get rid of the Alpha-Numeric feature in the drawing space, or, design it to load different one-high fonts... THAT'S ALL, no size changes. (What a waste of memory that is!!)

Make the whole thing memory image so that it can be loaded with anything, from anywhere.

Don't change the instances or font loads. They are deeply-rooted and we need them.

That's about all I can think of right now. If you have some other ideas, let me know. I intend to upload this article to TI-Source and I will be happy to add to it.

LBer... HTB

(Please forward your suggestions to Mr. Harry T. Brashear. The address is: WNY 99'ers Users Group, c/o 84 Glenhaven Dr., Amherst, NY 14120 -Ed.)

TIPS FROM THE TIGERCUB

847

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and P&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Handy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

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ULARY AND READING. MUSICAL EDUCATION, KALEIDOSCOPIES AND DISPLAYS

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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.

TIPS FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS (Vol. 1) contains 50 original programs and files from Tips newsletters No. 1 through No. 14. TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24. TIPS VOL. 3 has another 62 from Nos. 25 through 32. TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW JUST \$10 EACH, POSTPAID.

NOW READY
TIPS FROM TIGERCUB VOL.5
Another 49 programs and 8 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.

If you bought my C11 disk, Kid's Games, please check line 100 of the Butterfly and Flowers program and, if necessary, change it to - 1000 CALL CLEAR :: CALL SCREEN(4).

If you bought my C12 disk, More Games, and have trouble loading Lost Plane and Andromedan Invasion, please go to line 1000 of the LOAD program and change %TC-18% to %TC-19 and %TC-23% to %TC-23. Or, return the disks to me and I will fix them.

Thanks to Ollie Hebert for this fix to the Gordian Knot in Tips #36. This will keep it from running off the edge and crashing in the automatic mode.

```
270 GOSUB 480 :: R=R-248(R<1
)+248(R>24):: C=C-28*(C<3)+2
8*(C>30):: CH=128-(D=1)-(D=3
):: CALL GCHAR(R,C,6):: IF 6
<>32 THEN IF INT(2*RND+1)<>1
THEN CH=6
```

The trouble with me is that, before I finish one program I've thought of another that I want to try writing - and so I don't take time time to test completed programs as well as I should. The Decompactor in Tips #35 was one that should have been tested more thoroughly. I think this version will work. It will break an XBasic program into single-statement lines to make it easier to modify. Then, John Dow's Compactor or a similar program will put it back together.

```
100 !DECOMPACTER V.1.1 by Ji
m Peterson fixed 12/87
110 DISPLAY AT(3,1)ERASE ALL
```

:*TIGERCUB DECOMPACTER V.1.1
": : Program must first be
-": : RESequenced to greater
in-": : cements than the num
ber"

```
120 DISPLAY AT(9,1):of stat
ements in any one"i"line."
:"SAVED by": SAVE DSK(file
name),MERGE"
130 DISPLAY AT(16,1):"INPUT
FILENAME?": "DSK" :: ACCEPT A
T(17,4):IF#
140 DISPLAY AT(16,1)ERASE AL
L:"OUTPUT FILENAME?": "DSK" :
: ACCEPT AT(17,4):OF#
150 OPEN #1:"DSK"&IF#,INPUT
,VARIABLE 163 :: OPEN #2:"DS
K"&OF#,OUTPUT,VARIABLE 163
160 LINPUT #1:M# :: LN=ASC(S
E6*(M#,1,1))%256+ASC(SE6*(M#
,2,1)):: IF LN>LN2 THEN 180
170 DISPLAY AT(12,1)ERASE AL
L BEEP:"ERROR! RESEQUENCE PR
OGRAM TO*:"GREATER INCREMENT
9 AND TRY*:"AGAIN." :: CLOSE
#1 :: CLOSE #2 :: STOP
180 LN2=LN
190 P=POS(M#,CHR$(130),3)::
IF P=0 THEN PRINT #2:M# :: 6
OTO 260
200 A#SE6*(M#,1,P-1):: R=PO
S(A#,CHR$(132),3):: S=POS(A#
,CHR$(201),3)
210 IF R=0 THEN PRINT #2:A#&
CHR$(0): GOTO 250
220 IF S=0 AND R<>0 THEN PRI
NT #2:M# :: GOTO 260
230 IF S<>0 THEN IF S-R<3 TH
EN PRINT #2:A#&CHR$(0): GOT
D 250
240 PRINT #2:M# :: GOTO 260
250 LN=LN+1 :: LN2=LN :: GOS
UB 270 :: M#LN#&SE6*(M#,P+1
,255):: GOTO 190
260 IF EOF(1)<>1 THEN 160 EL
SE CLOSE #1 :: CLOSE #2 :: D
ISPLAY AT(12,1)ERASE ALL:"En
ter NEW": "Then Enter": M
ERGE DSK"&OF# :: END
270 LN#CHR$(INT(LN/256))&CH
R$(LN-256*INT(LN/256)):: RET
URN
```

If you have my BXB routine from Tips #40 (corrected in Tips #42) or from my TIPS disk Vol. 4 or NUTS & BOLTS #3, or Genial Traveller Vol. 1 No. 6, here is a neat improvement that Barry Traver

thought of. Key this in, run it to create a merge file on a disk. Then clear memory with NEW, merge in BXB, then MERGE DSK1.LINEZERO, and now save BXB again in merge format and it will CALL itself from line zero (and do something else that I'm not going to tell you about!

```

100 OPEN #1:"DSK1.LINEZERO",
VARIABLE I63,OUTPUT
110 M#:=CHR$(0)&CHR$(0)&CHR$(
157)&CHR$(200)&CHR$(3)&"BXB"
&CHR$(130)&CHR$(157)&CHR$(20
0)&CHR$(4)&"CHAR"&CHR$(183)&
CHR$(200)&CHR$(2)&"30"
120 M#:=M#&CHR$(179)&CHR$(199
)&CHR$(16)&"B1C37EAS8199663C
"&CHR$(182)&CHR$(0): PRINT
#1:M# : PRINT #1:CHR$(255)&
CHR$(255)

```

And if you have merged in BXB, the edge character (ASCII 31) can be reidentified and colored (set 0) to give the screen an ornamental border.

```

100 CALL CHAR(31,"0"): CALL
CLEAR : FOR J=1 TO 24 : P
RINT : NEXT J : CALL CHAR(
31,"182442999942241B"): CAL
L COLOR(0,5,16)

```

Here is an improved version of the CATWRITER program to create the Tigercub QUICKLOADER, which is intended for disks of programs which you have filled and do not plan to change. It will read the directory, display each filename, and ask you for the complete program name of each one. Then it prepares a program which displays one or more menu screens of complete program names, and auto-loads whichever one you select.

First, key in this part and save it to disk by SAVE DSK1.CAT1, MERGE. If you want, you can change the screen and character colors in line 10. Don't change the line numbers!

```

10 CALL CLEAR : DIM M$(127)
: CALL SCREEN(5): FOR S=0
TO 14 : CALL COLOR(S,16,1):
: NEXT S : CALL PEEK(B198,A
): IF A<>170 THEN CALL INIT
11 REM (leave this in!)
12 ON WARNING NEXT : GOSUB
21
13 X=X+1 : READ M$(X): IF
M$(X)<>"END" THEN 13
14 R=3 : FOR J=1 TO X-1 :
READ X# : DISPLAY AT(R,1):S
TR#(J),TAB(4):X# : R=R+1 :
IF R<23 THEN 17
15 DISPLAY AT(24,1):"Choice?
or 0 to continue 0" : ACCE
PT AT(24,26)VALIDATE(DIGIT)S
IZE(-3):N : IF N>X-1 THEN 1
5
16 IF N<>0 THEN 19 : R=3
17 NEXT J
18 DISPLAY AT(24,1):"Choice?
" : ACCEPT AT(24,9)VALIDATE
(DIGIT):N : IF N=0 OR N>X-1
THEN 18
19 CALL CHARSET : CALL CLEA
R : CALL SCREEN(8): CALL P
EEK(-31952,A,B): CALL PEEK(
A&256+B-65534,A,B) : C=A&256
+B-65534 : A#="DSK1."&M$(N)
: CALL LOAD(C,LEN(A#))
20 FOR J=1 TO LEN(A#): CALL
LOAD(C+J,ASC(SEG$(A#,J,1)))
: NEXT J : CALL LOAD(C+J,0
): GOTO 10000
21 CALL LOAD(B196,63,248)
22 CALL LOAD(16376,67,85,82,
83,79,82,48,B)
23 CALL LOAD(12288,129,195,1
26,165,129,153,102,60)
24 CALL LOAD(12296,2,0,3,240
,2,1,48,0,2,2,0,8,4,32,32,36
,4,91)
25 CALL LINK("CURSOR"): RET
URN
10000 RUN "DSK1.1234567890"

```

Next, key in this little routine and run it to create a file called CAT2.

```

100 OPEN #1:"DSK1.CAT1",VARI
ABLE I63,INPUT
110 OPEN #2:"DSK1.CAT2",VARI
ABLE I63,OUTPUT
120 FOR J=10 TO 26 : LINPUT
#1:M# : PRINT #2:CHR$(0)&C
HR$(J)&CHR$(156)&CHR$(253)&C
HR$(200)&CHR$(1)&"2"&CHR$(18

```

```

1)&CHR$(199)&CHR$(LEN(M#))&M
#&CHR$(0): NEXT J
130 PRINT #2:CHR$(255)&CHR$(
255): CLOSE #1 : CLOSE #2

```

Finally, key in CATMATRIX. Leave the line numbers as they are, we need that space after line 9. Then MERGE in DSK1.CAT2 to combine the two, and SAVE.

```

1 CALL CLEAR : CALL TITLE(1
6,"CATWRITER"): CALL CHAR(1
24,"3C4299A1A199423C"): BIS
PLAY AT(2,10):"Version 1.3":
:TAB(8):" Tigercub Softwar
e"
2 DISPLAY AT(15,1):"For free
"distribution": "but no pri
ce or": "copying fee": "to be
charged." : FOR D=1 TO 500
: NEXT D : CALL DELSPRITE(
ALL)
3 DISPLAY AT(2,3)ERASE ALL:"
TIGERCUB CATWRITER V.1.3":
" Will read a disk directory
," : "request an actual progra
m": "name for each program-ty
pe"
4 DISPLAY AT(7,1):"filename,
and create a merg-" : "able Q
uickloader which dis-" : "play
s full program names and": "r
uns a selected program."
5 DISPLAY AT(12,1):" Place d
isk to be cataloged": "in dri
ve 1 and press any key" : C
ALL KEY(0,K,B): IF S=0 THEN
5
9 OPEN #2:"DSK1.CATMERGE",VA
RIABLE I63,OUTPUT
100 OPEN #1:"DSK1.",INPUT ,R
ELATIVE,INTERNAL : INPUT #1
: N#,A,J,K : LN=1000 : FN=1
100
110 DISPLAY AT(12,1):"Disk n
ame?": M# : ACCEPT AT(14,1
)SIZE(-28): M# : LX#=STR$(14
-LEN(M#)/2): LXLEN=LEN(LX#)
120 PR#:=CHR$(0)&CHR$(11)&CHR
$(162)&CHR$(240)&CHR$(183)&C
HR$(200)&CHR$(1)&"1"&CHR$(17
9)&CHR$(200)&CHR$(LXLEN)&LX#
130 PR#:=PR#&CHR$(182)&CHR$(1
81)&CHR$(199)&CHR$(LEN(M#))&
M#&CHR$(0): PRINT #2:PR#
140 X=X+1 : INPUT #1:P#,A,J
,B : IF LEN(P#)=0 THEN 180
: IF ABS(A)=5 OR ABS(A)=4 A

```

```

ND B=254 THEN 150 ELSE X=X-1
: GOTO 140
150 DISPLAY AT(12,1):P#:"
PROGRAM NAME?" : ACCEPT AT
(14,1)SIZE(25):F#
160 PRINT #2:CHR$(INT(FN/256
))&CHR$(FN-256*INT(FN/256))&
CHR$(147)&CHR$(200)&CHR$(LEN
(F#))&F#&CHR$(0): FN=FN+1
170 M#:=M#&CHR$(200)&CHR$(LEN
(P#))&P#&CHR$(179): IF X<11
THEN 140
180 IF M#="" THEN 200
190 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&SEG$(M#,1,LEN(M#)-
1)&CHR$(0): LN=LN+1 : M#=""
: X=0 : IF LEN(P#)<>0 TH
EN 140
200 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&CHR$(200)&CHR$(3)&
"END"&CHR$(0)
210 PRINT #2:CHR$(255)&CHR$(
255): CLOSE #1 : CLOSE #2
220 DISPLAY AT(8,1)ERASE ALL
:"Enter -": " NEW": " ME
RGE DSK1.CATMERGE": " DELE
TE "DSK1.CATMERGE": " : S
AVE DSK1.LOAD"
230 SUB TITLE(S,T#)
240 CALL SCREEN(5): L=LEN(T
#): CALL MAGNIFY(2)
250 FOR J=1 TO L : CALL SPR
ITE(#J,ASC(SEG$(T#,J,1)),J+1
-(J+1=S)+(J+1=S+13)+(J>14)8
3,J#(170/L),10+J#(200/L)):
NEXT J
260 SUBEND

```

Mike Stanfill and Ed Machonis and others have been publishing some neat little single-screen "tinygram" programs, so here is my contribution. It's a one-screen one-liner!

```

1 RANDOMIZE : PRINT : : :
: : A=INT(RND*7): B=INT(R
ND*9+1): FOR X=1 TO 5 : Y=
A&X^2-B&X+B : PRINT Y: NE
XT X : Y=A&X^2-B&X+B : PRI
NT : : INPUT "GUESS NEXT
NUMBER": N : IF N=Y THEN PRI
NT "RIGHT" : GOTO 1 ELSE P
RINT "CORRECT IS": Y : GOTO
1

```

MEMORY FULL! - Jim Peterson

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MAY WE USE YOUR NAME, ADDRESS, AND PHONE # FOR GROUP PURPOSES? () YES () NO

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DATE

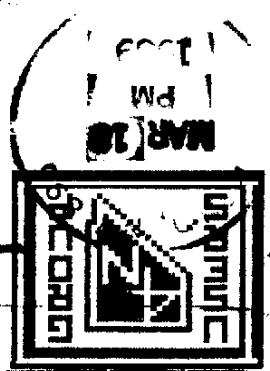
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COMING... KALIEDAMPATER DATA BANK!
SEE NEXT ISSUE.

APRIL

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | 11 |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | | | | | | |

(This newsletter was compiled with TI-Writer, Chris Faherty's TI-Artist/V2.1, and Jim Peterson's PRINTALL.)