



The Ottawa T.I.99/4A Users' Group



VOLUME 9 NUMBER 4 March 1990



**DONT'T FORGET THE MEETING -- April 3, 1990
and remember to return your exchange newsletters...**

**P.O. BOX 2144, STATION D, OTTAWA
*** ONTARIO, CANADA K1P 5W3 *****

COMING EVENTS

March Meeting:	April 3, 1990 7:30 p.m.	Merivale High School
TI-BASE Workshop:	TBP (check at next club mtg and on the BBS)	Bill Sponchia's home. Contact Bill Sponchia or Tom Bentley for details. No need to call if you were at the first meeting, but if you are a newcomer, please let Bill know so he will have an idea of what to prepare for.
May Meeting:	May 8, 1990 7:30 p.m.	Merivale High School
June Meeting:	June 5, 1990 7:30 p.m.	Merivale High School
5th Annual TI-FEST	April 28, 1990	Merivale High School. Contact Ruth O'Neill for details, or to volunteer your help.
Newsletter Deadline:	April 14, 1990	(15 April if Uploaded to BBS!)

CONTEST - ART LOVER by Lucie Dorais

Did you happen to take a good look at the picture on the front of this month's Newsletter? Does it look familiar? If it does then you may well be on your way to winning our Art Lover contest. Although the cover picture has been modified for the club's use, it was re-drawn from an existing piece of artwork. Your challenge is to identify the "Original" artist (Hint: Don't waste your time at the National Art Gallery, it's not there). The winner who correctly identifies the artist by 15 May 90 will receive a copy of Artist-Plus, courtesy of Laflamme and Wrigley Wholesale. So either bring in your answer to the next meeting(s), mail it in c/o the Club's address, but indicate CONTEST ENTRY on the outside of the envelop, or lastly leave a "Private " message with Lucie before May 15, 1990.

EDITOR'S NOTES from Philip Harris

Hopefully that I'm now into my second month as Editor, things will start getting back to normal where Newsletter deliveries are concerned. As with most club Newsletters I'm not sure what it is about Spring (maybe it's Love, the warm weather, or Spring cleaning chores), but there is always a drastic drop in Newsletter articles. If you've been waiting to share your insight into computing with the TI or Geneve, now is the time to submit that article. You can submit articles in a number of ways. First the easiest is to Upload your D/VBO format file to our Textlink BBS in the Recent Uploads area and leave a message for me that it is there (my User # is 153). Second you could bring a soft or hard copy to the next club meeting or call me and arrange to meet to exchange your soft/hard copy. If you wish to give me a hard copy, ensure it is in the Newsletter "format". In other words when using TI Writer format the head of your document with the following:

```
.TL 126:27,77 (sets Elite print style with the title("") symbol) .TL 124:27,48  
(sets 1/8 inch line spacing with vertical bar (|) symbol) "" (then place these  
symbols on a separate line) or Press <CTRL> U, then <FCTN> R, <CTRL> U, and M  
to get an Escape M for Elite Press <CTRL> U, then <FCTN> R, <CTRL> U, and O to  
get an Escape O for 1/8 line and finally on a separate line place: .FI;AD;LM  
2;RM 80. After all this just type your text and print out a hard copy for me.
```

THE PRESIDENT'S TWO CENTS WORTH
by Charles Earl

The April meeting will have a demonstration by Michael Taylor on the use of RAM Disks and Ram Operating Systems (ROS). There will also be a demonstration by Philip Harris, of the new ASGARD Mouse and its use with TI-Artist, TI-Artist Plus and its use in EX-Basic programs. The questionnaires that were completed at last month's meeting have been reviewed and the contents will be presented at the next meeting. There will also be more discussions on how to encourage new membership in the club.

Remember, the Fest is just a few short weeks away, so please offer your support and time.

BROWSING THE LIBRARY
with Dave Morrison

As Don Shorock's COMMONWEALTH disk was so well received as last month's Disk-of-the-month, I decided to keep Don "in the limelight" by offering a second disk by Don, as the April DOM selection. The disk, entitled INVENTIONS, received a very favourable review in a recent edition of 'MICROPENDIUM'. It could be considered as a companion disk to COMMONWEALTH as it contains a great deal of information and quizzes relating to who invented what and when! As well as being educational, it will serve as a group game for all ages.

For those who indicated an interest in the Japanese language, there will be available, two disks of Don's fareware that I wrote about last month. I neglected to mention that Don has a number of educational and language programmes available and for a full listing, I suggest that you write to Don at this address: Don Shorock, Post Office Box 501, Great Bend, Kansas, 67530. I

THE TI-FEST USED EQUIPEMENT SALE
notes from Lucie Dorais

Again this year, a short note intended to 1) find some help (phone me, or leave a message on our Texlink); 2) repeat my instructions on how to help us sell your goods:

(1) PLEASE mark every piece CLEARLY with your name and maximum price wanted.

(2) PLEASE prepare a list in advance, in duplicate (one for us, one for you), following this example. If you don't want us to discount the item at some point during the day, please write "NO" in the "Minimum price" column.

NAME : _____

	ITEM name	MAXIMUM price	MINIMUM price	SOLD for
1 -	_____	\$ _____	\$ _____	\$ _____
2 -	_____	\$ _____	\$ _____	\$ _____
etc.				

FAST EXTENDED BASIC

LUCIE DORRAIS

Every country, every province, has a flag. Some are simple, some are not. I had always wanted to do a program to learn flags, but the many emblems that adorn some, and the intricate design of others proved a bit too complicated for our Tex. For example, the national colors of Mexico are green, white and red, the same as Italy, but how could our TI draw the big eagle emblem in the centre? Until very recently, most of the East European countries had the Communist emblem; not only the sickle and hammer, but a very intricate design incorporating some laurel(?) leaves.

Since last September, however, the world has witnessed a great liberating movement. Suddenly, right in our living rooms, we saw flags that had big holes in the centre, because nobody had the time to make new ones. As a smaller result, this movement made writing a Flag program much easier... And history is continuously made: just last Sunday (March 11), as I was working on the program, Lithuania declared itself independant... and I included its new flag, the one I saw on TV that evening, into my program. The Romanian and Bulgarian flags here are also minus their emblem; as for the German flag, I included only the West German one, hopefully a symbol of the future; DDR, anyway, had the same flag as the FDR, but with the Communist emblem in the center.

My source for this program (except for the East European countries of course) has been Eric Inglefield's Pocket Book of Flags, in its revised edition of 1988. This is why most of the Central and South American flags are shown without their emblem (like the sun on Argentina's), because Mr. Inglefield has chosen to show them without them; thanks to him, my programming job was much easier.

FLAGS will help you learn about the simplest 48 flags, from one to four colors, with no emblem, save for a star here and there. That excludes Canada and the U.S.A., but includes Acadia, not a country, but a nation with a flag almost identical to the French one, and easy to draw with the subs already programmed. [For the curious ones: Acadia is part of the Maritimes provinces of Canada, where the inhabitants are of French descent; they were deported in 1755, but many came back; others stayed in Louisiana, ancestors of today's Cajuns.] As a compromise, and to show you how slightly more complicated designs can be added, I kept the Russian and Chinese flags, hence lines 320 and 680-690; I also included Ukraine with the Communist emblem, because I needed a 48th flag. FLAGS will be published in two parts, which nicely solves my problem for next month... Here and there, the lines of hyphens reserve space for next month's additions: two quizzes to test your knowledge, and something to look at while the program is initializing.

```
100 REM ** FLAGS ** L.Dorais/Ottawa UG/March 1990
110 RANDOMIZE :: OPTION BASE 1
120 DIM N$(48),ST(48),C1(48),C2(48),C3(48),C4(48),D$(8),TRH$(4),LH$(4),
    Q$(4),AL(6),M$(3)
130 CALL CLEAR :: CALL SCREEN(15) :: S$=" " :: L$=RPT$(" ",28) ::
    CALL CHAR(124,RPT$("0",32)&RPT$("78",16))! pole
140 B$="FFFFFFFFFFFFFFFF" :: CALL CHAR(95,"000000FF",97,B$) :: GOSUB 800
-----
210 X=1 :: DISPLAY AT(24,1):" INITIALIZING..."
220 Y=8*X+89 :: CALL CHAR(Y,B$) :: LH$(X)=S$&RPT$(CHR$(Y),16)&S$ ::
    Q$(X)=RPT$(LH$(X),3)
230 TRH$(X)=RPT$(LH$(X),4) :: X=X+1 :: IF X<5 THEN 220
240 TRV$=S$&"aaaaaiiiiiqqqqq "&S$ :: TRV$=RPT$(TRV$,6) :: B1$=RPT$(LH$(1),6)
    :: B2$=RPT$(LH$(2),6) ! vert.tricolor
```

```

250 A$=S$&"aaaaaiiaaaaaaaaa"&S$ :: A$=RPT$(A$,5) :: B$=S$&RPT$("i",16)&S$ ::
    CR1$=A$&B$ :: CR2$=B$&A$ ! Scandinavian cross
260 M$(1)="> [E/X]+[ENTR] [F/B] [Q]UIT" :: X,SC=1
270 READ N$(X),ST(X),C1(X),C2(X),C3(X),C4(X)
280 D$(SC)=D$(SC)&S$&N$(X)&RPT$(" ",22-LEN(N$(X))) :: IF INT(X/6)=X/6
    THEN SC=SC+1
290 X=X+1 :: IF X<49 THEN 270
300 CALL CHAR(136,"08081C7F3E1C3E63") :: CALL COLOR(14,11,9) !China smll star
310 CALL CHAR(128,"0101030307FF7F3F",129,"1F0F1F1F3E3C7870",
    130,"00008080COFEFCF8",131,"F0E0F0F0F8783C1C")! big star
320 CALL CHAR(132,"010201000C1E3C3E",133,"17030110387CEFC7",
    134,"008000F0381C0C0E",135,"0686CEEC7878FCCC")! sickle & hammer
330 ! ** menu **
340 CALL DELSPRITE(ALL) :: CALL MAGNIFY(3) :: FOR X=1 TO 7 :: CALL
    SPRITE(#X+1,124,2,16*X-11,49) :: NEXT X ! pole
350 GOSUB 800
-----
390 GOSUB 790 :: DISPLAY AT(24,1):M$(CH) :: IF CH=1 THEN SC=1 :: R=17
    :: GOTO 540
-----
470 CALL HCHAR(R,7,62) :: CALL KEY(0,K,S) :: IF S=0 THEN 470 :: IF
    K=13 THEN 560 ELSE CALL HCHAR(R,7,32) :: IF CH=1 AND K=81 THEN END
480 A$=CHR$(K) :: ON POS("EXBF",A$,1)+1 GOTO 470,500,520,490,490
490 IF CH=2 THEN 470 ELSE ON POS("BF",A$,1)GOTO 510,530
500 R=R-1 :: IF R>16 THEN 470 ELSE R=22+5*(CH=2) :: IF CH=2 THEN 470
510 SC=SC-1 :: IF SC=0 THEN SC=8 :: GOTO 540 ELSE 540 ELSE 470
520 R=R+1 :: IF R<23 THEN 470 ELSE R=17-5*(CH=2) :: IF CH=2 THEN 470
530 SC=SC+1 :: IF SC=9 THEN SC=1
540 DISPLAY AT(17,1):D$(SC) :: GOTO 470
550 ! ** upon <enter> and quizzes **
560 IF CH=1 THEN X=6*SC+R-22 :: B=ST(X) :: GOSUB 780 :: GOSUB 660 :: GOTO 470
-----
650 ! ** subs to show flag **
660 CALL DELSPRITE(#1) :: ON B+1 GOSUB 720,720,730,740,750,760,740,760,760,770
670 PR=49+30*(B=0 OR B=2 OR B=8) :: PC=121+44*(B=0 OR B=2 OR B=8)+4*(B=7)
680 IF ASC(N$(X))<>85 THEN K=128 ELSE K=132 ! sickle or star
690 IF N$(X)="CHINA" THEN CALL HCHAR(2,12,136) :: CALL VCHAR(3,13,136,2) ::
    CALL HCHAR(5,12,136)
700 IF B=4 THEN S=1 ELSE S=C4(X)
710 CALL SPRITE(#1,K,S,PR,PC) :: RETURN
720 CALL DFLAG(C1(X),1,1,B1$,B1$) :: RETURN ! unicolor
730 CALL DFLAG(C1(X),C2(X),1,B1$,B2$) :: RETURN ! bicolor
740 CALL TRIC(C1(X),C2(X),C3(X),TRH$(1),TRH$(2),TRH$(3)) :: RETURN ! tric.hor.
750 CALL QUAD(C1(X),C2(X),C3(X),C4(X),Q$(1),Q$(2),Q$(3),Q$(4)) :: RETURN !quad
760 CALL DFLAG(C1(X),C2(X),C3(X),TRV$,TRV$) :: RETURN ! tricolor vert.
770 CALL DFLAG(C1(X),C2(X),1,CR1$,CR2$) :: RETURN ! Scandinavian cross
780 K=(28-LEN(N$(X)))/2 :: DISPLAY AT(15,1):RPT$(" ",K)&N$(X) :: RETURN
790 DISPLAY AT(15,1): :L$: : : : : :L$: "" :: RETURN
800 CALL DELSPRITE(#1) :: GOSUB 790 :: RETURN
-----
830 !** data **
840 DATA ACADIA,8,5,16,9,11,ARGENTINA,3,8,16,8,1,AUSTRIA,3,9,16,9,1,
    BELGIUM,5,2,11,9,1,BENIN,0,4,1,1,9
850 DATA BOLIVIA,3,9,11,4,1,BULGARIA,3,16,3,9,1,CAMEROUN,7,3,9,11,11,
    CHAD,5,6,11,9,1,CHINA,0,9,1,1,11

```

```

860 DATA COLOMBIA,4,11,11,5,9,DENMARK,9,9,16,1,1,ECUADOR,4,11,11,6,9,
    EL SALVADOR,3,5,16,5,1
870 DATA ETHIOPIA,3,4,11,9,1,FINLAND,9,16,5,1,1
880 DATA FRANCE,5,5,16,9,1,GABON,3,3,11,5,1,GERMANY,3,2,9,10,1,
    GHANA,6,9,11,4,2,GUATEMALA,5,5,16,5,1
890 DATA GUINEA,5,9,11,4,1,HUNGARY,3,9,16,3,1,INDONESIA,2,9,16,1,1,
    IRELAND,5,4,16,10,1,ITALY,5,3,16,9,1
900 DATA IVORY COAST,5,10,16,4,1,LIBYA,1,3,1,1,1,LITHUANIA,3,11,3,9,1,
    MALI,5,4,11,9,1,MAURITIUS,4,9,5,11,3
910 DATA MOROCCO,1,9,1,1,3,NETHERLANDS,3,9,16,5,1,NICARAGUA,3,6,16,6,1,
    NIGERIA,5,13,16,13,1
920 DATA PERU,5,9,16,9,1,POLAND,2,16,9,1,1,ROMANIA,5,5,11,9,1,
    SAN MARINO,2,16,8,1,1,SENEGAL,7,3,11,9,3
930 DATA SIERRA LEONE,3,4,16,5,1,SOMALIA,1,5,1,1,16,SPAIN,4,9,11,11,9,
    SWEDEN,9,6,11,1,1
940 DATA UKRAINE,2,9,6,1,11,USSR,0,9,1,1,11,VIETNAM,1,9,1,1,11,
    YEMEN ARAB REP.,6,9,16,2,3
950 !@P+
960 SUB DFLAG(A,B,C,A$,B$) :: CALL COLOR(9,A,1,10,B,1,11,C,1) :: DISPLAY
    AT(2,1):A$:B$ :: SUBEND
970 SUB TRIC(A,B,C,A$,B$,C$) :: CALL COLOR(9,A,1,10,B,1,11,C,1) :: DISPLAY
    AT(2,1):A$:B$:C$ :: SUBEND
980 SUB QUAD(A,B,C,D,A$,B$,C$,D$) : CALL COLOR(9,A,1,10,B,1,11,C,1,12,D,1)
    :: DISPLAY AT(2,1):A$:B$:C$:D$ :: SUBEND

```

Don't let the DIMs of line 120 frighten you: they are necessary to keep in memory the style and the colors of each flag. The three string arrays dimensioned to four will hold the most often used "parts of flags", and the AL array will be used next month, for one of the quizzes; at the same time, the array M\$ will be fully used.

In line 130, we design four characters to represent the pole of our flags; we make it big, because the stars adorning some flags are a MAGNIFY(3) sprite, so we need four characters to represent the pole. Don't forget, when you encounter a line of hyphens, to change the line numbering; that starts after line 140, where we will add, next month, the most necessary pre-scan, plus a color chart to adjust your monitor while Tex goes on initializing. In line 220, we define four characters as full squares: a, i, q and y; they will be colored later, when we display each flag. If you think that redefining "a" as FFF... a second time (it was done in line 140) is a mistake, it is intended: since this loop also defines the strings arrays LH\$ and Q\$, I needed to define four characters also; we will use the redesigned "a" in the menu next month, with the GOSUB 800. But where is the loop... To save some precious time, I used a variable X, which will increment until it reaches five.

The first string array is LH\$, meaning one horizontal screen line: six spaces (S\$), then 16 repetitions of each of our square characters, and again S\$, which gives us a 28-char. string. And since we are in a 1 TO 4 loop, why not define right away the string needed to display four-color flags? Since all flags are 12 rows high, each Q\$ is made of three LH\$ (horizontal lines). Next line, still in the loop, we define the string used for the horizontal three color flags: a four-time repetition of LH\$; we will end up with four of those, but we will use only three: we save time (I hope) by using only one loop for everything.

Another kind of flag, made famous by France, is the vertical "tricolore", made up of three vertical strips; so we define one string, TRV\$, to hold it: six spaces S\$, then a string of fifteen characters and one space (15 is easier to divide by 3 than 16...), then another S\$. A TI string has a maximum of 255 char., so we can display up to nine lines at once; but since our flags cover 12 rows, we define two identical strings of six rows each: we re-use the variable TRV\$, a six-time repetition of itself. In the same program line, we define two strings, B1\$ and B2\$, that will be used for the two-color flags.

There is one style of flag that is used only in one area of Europe: the Scandinavian cross, with one (or more) colors forming a cross in the left half of the flag. To keep it simple, I included only the flags that used only two colors. The necessary strings CR1\$ and CR2\$ are defined in line 250. One bottom line message is finally defined (we will add two more next month), and then, at last, we can attack the DATA, i.e. our 48 flags!

To make the program easier and a bit faster, I decided to give each country the same amount of data, whether it has one or more colors. In the DATA lines, each country (they are in alphabetical order) is followed by 5 values: the first one is the Style (unicolor, tricolor vertical or horizontal, etc...). Some styles are used often, while one style, 8, applies only to the Acadian flag. Styles range from 0, one color with a design at upper left, to 9, the Scandinavian cross. The four other values hold the colors: since the maximum used is four, we need dummy values for flags that have less colors, which is "1", transparent. You may notice that some countries, having "1" as one or more color(s), have a higher value for the C4 array: it will be used for the sickle or star motif, if any.

And we go on, still initializing... In line 250, at the same time that we READ the DATA, Tex builds strings for the Menu D\$ array: it will hold six-line long strings, each containing six country names, plus padding spaces. A new D\$() line is created after Tex has read six DATA groupings. We skip the long sprite defs to finally get in the main portion of the program. In line 340, we display the flagpole sprites; they will always stay on screen, even when we DISPLAY a new flag. If you wonder about the GOSUB 800, that now does almost nothing, next month it will display the logo of the program and its Choice of options.

Line 390, now lonely between hyphens, is used before each new action (new flag, or new quiz question). The CH variable will hold our Choice when the menu and quizzes are implemented. Diversion to line 540 simply puts the first list of six countries on the screen, and Tex comes back to the CALL KEY in line 470. The ">" cursor can then be moved up and down, until it is beside a country of which you want to see the flag, and you press [ENTER] to display it (you can also press [F]orward or [B]ackward to move faster, from screen to screen). In this "learn a flag" portion of the program, when you reach the upper row of the displayed part of the list, if you keep pressing "E" (no need for FCTN), you will get at the bottom of the previous screen; same thing if you press "X" continuously, you will get to the top of the next screen. This will not work in the "multiple choice" quiz, since six choices is more than enough, which explains the complicated footwork with the CH variable in lines 480-540. Just type them now, use them later...

You finally found a country, you pressed [ENTER], and Tex goes to line 560. If the menu choice is "1" (only choice for now), Tex uses the SScreen and the Row to find out the number assigned to that country's flag in the arrays. B takes the Style value, simply to save much typing: the ST(), a.k.a. B, is a very used value. We then GOSUB 780 to display the name of the country under the flag, which we display with the GOSUB 660; when all is done, back to the CALL KEY to wait for your next move. You can [Q]UIT at this point; next month, it will be replaced by a [M]ENU option.

The display of the flags is taken care of by a series of subroutines in lines 660-770. We first delete the previous sprite, then the program goes to another subroutine according to the flag's style kept in variable B (we need to write B+1 because one style is "0"). Each sub, in turn, calls a user-def. sub: DFLAG, dealing with two 6-lines strings, is used for one and two colors, vertical strips, and Scand. cross. TRIC and QUAD deal with three and four horiz. strips. In all, the parameters are the colors needed for sets 9 to 12 (remember "a,i,q,y"?), followed by the long strings; for one color, or for the vertical strips, we just send away the same string twice.

Upon RETURN to line 670, we put the motif sprite on screen; its pix-row and pix-col. are deducted according to the B style, upper left corner or dead center. Line 680 decides if it will be the sickle (USSR and Ukraine, U's ASCII=85) or the star. Don't worry: if the flag has no motif, the sprite will be transparent, since C4(X)=1. For the Chinese flag, we must also display four small stars right of the big one (line 690). Finally, there is one style with four colors but no star, ST(X)=4, so the sprite is made transparent by line 700. All this takes a long time to explain but, thanks to the pre-defined strings, the display of each flag is instantaneous. See you next month, with two quizzes, "Multiple Choice", and "Name the Country".

HINTS, TIPS & ANSWERS
from Bill Sponchia

[Editor note: Bill Sponchia has spent a great deal of time compiling a collection of Hints, Tips and Answers, taken from many sources; for that reason, he does not assign the credit to any individual, but wishes to thank the whole TI community and Users' Groups for their work, and he dedicates his "HTA" package to them. The whole package, a collection of text files, is available on disk from Bill, c/o the Ottawa U.G.; please include enough money to cover the disk, mailer, and postage costs.]

First, more tip from the BASIC & EXTENDED BASIC collection:

1. If you have the a Ramdisk and are using VerMenu then you can go from your running BASIC (or XB) program to the Menu screen by putting in the following statement in place of "END":-
DELETE "MENU"

2. Are you the type that likes to put use the computer but are always worried about accidentally pressing the "QUIT" key. Here is a one line program that you can set up and run each time you sit down to do some work:

```
10 PRINT "QUIT KEY DISABLED":CALL INIT::CALL LOAD(-31806,16)
```

If you save it as a program called LOAD then each time you start working then the program will automatically load and run thus taking care of all you worries (or at least some of them.)

3. Did you know that you could identify your GOSUB routines within the program without using the "!" or REM statement. You are allowed to put one word (string) after the GOSUB line number.

```
Here's an example program:  
10 CALL CLEAR::PRINT "HERE I GO.."  
20 GOSUB 50 DELAY_ROUTINE ::PRINT "I'M BACK!"  
30 END  
50 FOR T=1 TO 400::NEXT T::RETURN
```

4. Here are some interesting redefinitions for characters. To use them the proper format is "CALL CHAR(##,string) where "##" stands for the number of Character to be redefined and "string" is one of the following (or any other that you may have).

```
000804027F020408 = right arrow  
00102040FE402010 = left arrow  
081C2A4908080800 = up arrow  
0008080B492AC108 = down arrow  
00FF = solid line  
0000FE2828282828 = pi symbol  
00083C4848483C08 = cent sign  
0002020404482810 = check mark
```

5. The IMAGE statement (eg - 100 IMAGE ###.##) can be used with the DISPLAY AT statement using the following format -

```
DISPLAY AT(5,12):USING 100:A
```

6. Instead of using the IMAGE statement you can define a variable in the image you would like the output to look and then say "USING variable name".

```
eg - 100 F$="###.##"  
110 DISPLAY AT(12,1):USING F$:A
```

Of course, unlike the IMAGE statement which can be anywhere in the program, the variable would have to be defined BEFORE using it in a DISPLAY AT or PRINT statement.

(more) HINTS, TIPS & ANSWERS
from Bill Sponchia

7. When using the DISPLAY AT statement you can use TAB to properly locate where further information is to be displayed.

eg: To set up the following display
MAIN MENU:
1 - Edit
2 - Add
3 - Exit

you can set up each line with an individual DISPLAY AT statement or you can do the following:

```
DISPLAY AT(5,5):"MAIN MENU";TAB(7);"1 - Edit";TAB(7);"2 -  
Add";TAB(7);"3 - Exit"
```

This will put the information on 4 separate lines because when the computer tries to perform the TAB(7) it finds that that location has been already bypassed on the present row and therefore it automatically goes to the next row.

Tips from the TI-Writer Files:

1. TI-Writer can save a file in other than the normal D/V80 format by using the PF command and either putting a "F" in front of the filename (ie F DSK1.MYFILE) or by putting a "C" in front of the filename. "F" causes a file to be created in a Display/Fixed 80 format. "C" strips any control characters from the file as it is sent.
2. TI-Writer can be used as a database. Each line must be a record and set up exactly the same. For example if the data was names, addresses and phone numbers then all names must start in the same column; all addresses must start in the same column and all phone numbers must start in the same column. There can be no lines which are blank or which have other type of information on them (ie - titles). Then using the program SORT UTILITY (by D R Romer J Clulow) you can sort this file. Once sorted, which is done very quickly, titles can be added if you are printing it out.
3. There are CTRL keys equivalents to most FCTN keys, plus a few others. For example to tab to the right you can go FCTN 7 or CTRL W; to tab back (to the left) you can go CTRL T (there is no equivalent FCTN key).
4. If you must go to the bottom of your text (and it is very long), instead of paging down simply go to the Command Line and press "S" for "show line" and at the prompt "enter line number" just type "E" and press ENTER. "E" is a valid line number for the last line (end) of a document. This feature is active in all the commands requiring you to enter a line number.

For PR Base Users

1. If you already have one database and wish to set up a second with the same screen (or one very similar) instead of redoing everything, do the following:
 - i) enter CREATE and initialize a new disk
 - ii) take out the new disk and insert the old disk containing your present database
 - iii) go to Option 3 (Design Data Screen) and this will read in and display your present database screen
 - iv) take out your present database disk and insert the new disk
 - v) make the necessary changes to the Data Screen and then save it to the new disk.
2. When entering CREATE it is always wise to go to Option 1 immediately to change the Disk Drive # for data file. This will save grief and anger when you create a screen, a report, or a label and then find out that you forgot to change the drive #.
3. When creating your screen it may be beneficial to set up some of the characters as part of the screen display even though you wish to use in printing out a report or label. It is easier and faster to enter "523"; ENTER; "0878" then it is to enter "523-0878".

(more) HINTS, TIPS & ANSWERS
from Bill Sponchia

If all your addresses are for the same City rather than having enter its name for each record why not just make it part of the screen display. This not only makes it easier for inputting but it also opens up the opportunity to put more information into the record. Remember the limitation of all you defined fields is a maximum of 32 fields containing a maximum of 255 characters and screen displayed information is not counted.

4. To set up Selective Indexing do the following:
 - i) When in the Command Mode press "0" to select Options
 - ii) The Selective Index option is the third item so press ENTER twice
 - iii) Turn Selective Index on
 - iv) Press "I" to select Indexing
 - v) Put cursor in field you wish to index and press ENTER
 - vi) Put cursor in field that you wish to be used for making the selective condition
 - vii) Enter the character combination you wish to select on and press ENTER.

5. When doing Selective Indexing, if the character combination you wish to search for contains a blank then you MUST insert a "?" in place of the blank. Otherwise the selection when be made only on the character combination preceeding the blank.

ADDRESS LABELS
by Philip Harris

You may have noticed a change in your address label on this Newsletter. The labels look different because they were first printed on a blank page with a Laser printer and then Photocopied on sheets of three columned labels. No, I do not have a Laser printer for my TI, nor was it done on a Geneve, it was actually done on an IBM set-up using Word Perfect 5.0. IBM, you say! No this Newsletter is not falling into the wrong hands, it was just a more clever and efficient way of printing out labels, and was accomplished as follows: Firstly, Lucie had all of the addresses in a mailing address program and used to spend hours printing each separate label (until we trimmed the fat, that meant over 100 labels). Now if you've ever printed labels on a printer, unless they are tractor fed they must be painstakingly watched to ensure that they don't get (pardon the pun) all "gummed up". So not only was it time consuming, but your printer also took an extra beating to print these labels. I had used the three column labels with WP 5.0, so asked Lucie (who also uses WP 5.0 at work) if she could "transfer" the list in ASCII to an IBM formatted disk to be used with WP 5.0. Lucie used PC-Transfer (after manually formatting a disk in DOS format) to transfer all of the current (paid dues) addresses and even loaded them into a WP 5.0 file for me. So now I had a MS-DOS disk, with a WP 5.0 file of all the names, but they were still in one column format. As luck would have it, I was just taking a WP 5.0 Intro course through work when I received the disk, and with the aid of my instructor we came up with an ingenious way of manipulating the data. First we organized the names and separated them with "merge" codes; second we built a three column file for the addresses and then merged the two files together. The nice thing about doing it this way, is that when I have to add or subtract members' names, I just modify the original list and re-merge a new three column mailing list. This list can now be copied onto label sheets within seconds with no unnecessary wear on my printer. So no, I've not switched over to IBM, I've just used the computing "tools" at hand to produce a better solution, which is what computing is all about.

Next month I'll be writing an article on the "new" ASGARD Mouse for the TI 99/4A (yes it works well!), and a description of how to get at least three times the use out of your standard nylon printer ribbon.

HOTLINE NUMBERS

The executive has expressed a desire to assist all members should you have some problems or questions, want to do some library swapping or borrow a book. This will be the place to look. Listed here are the members of the executive, committee heads, and others in the group willing to help in their specialized areas. Of course, if you wish to be placed on the list, just give me a call. I know there is a lot of expertise within our Group, so I hope to add to this list. Please respect normal hours unless you specifically know that someone doesn't mind a call at 3a.m., or use the BBS to leave a message at 738-0617, 24 hours a day, 7 days a week.

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