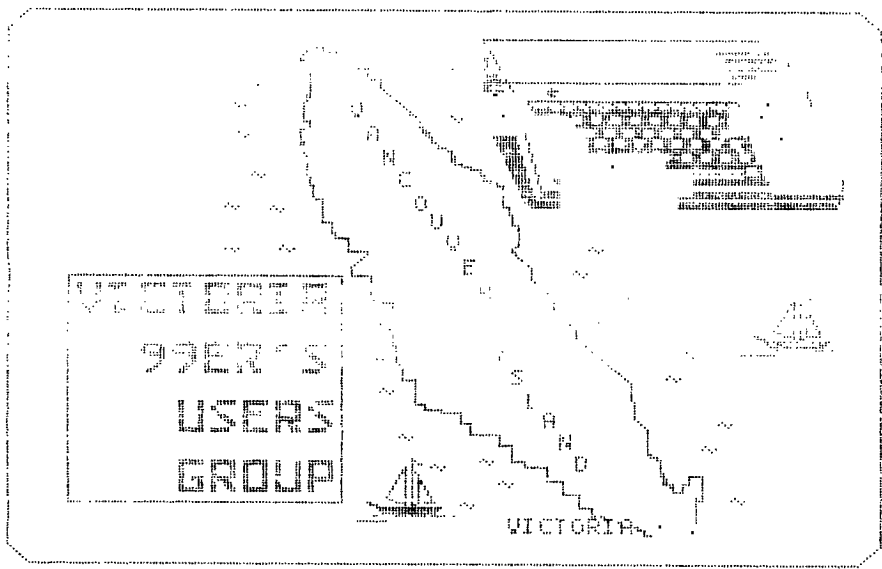


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THE VICTORIA BEER



MAR- APR 1989

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THE VICTORIA 9SER

INFO

DV80 FILES TI WRITER CAN'T READ:

ANY TIME YOU SEE A DISPLAY VARIABLE 80 FILE ON A DISK, IT IS ALWAYS A GOOD IDEA TO TAKE A LOOK AT IT WITH TI WRITER, AS THERE IS A GOOD CHANCE IT IS EITHER DOCUMENTATION OR SOURCE CODE WHICH MAY CONTAIN DOCUMENTATION. IN ALMOST EVERY CASE A DV80 FILE SHOULD LOAD WITH TI WRITER, WHATEVER IS IN IT, TEXT OR DATA OR ANYTHING.

HOWEVER, THERE ARE A FEW TEXT FILLS COMING OUT OF EUROPE THAT YOU CANNOT LOAD WITH OUR VERSION OF TI WRITER. OUR EUROPEAN FRIENDS ARE USING A DIFFERENT AND INCOMPATIBLE VERSION OF TI WRITER, VERSION 2.0. IF THEIR TEXT FILES ARE SAVED TO DISK WITH PF, THEN THERE IS NO PROBLEM, BUT USING SF ADDS TAB INFORMATION.

IN ORDER TO PRODUCE THOSE ADD EUROPEAN CHARACTERS, PRINTERS USE ASCII CODES OUTSIDE THE USUAL RANGE OF VN 1 OF TI WRITER, SO VN 2 WAS MODIFIED TO ACCEPT THEM, AND THE TAB INFO HAD TO BE MODIFIED AS WELL, AND AS THEIR TAB DATA IS OUTSIDE THE CAPABILITIES OF OUR VERSION TO HANDLE, THE RESULT IS A CONSOLE LOCK UP. CURING THE PROBLEM WAS DIFFICULT, UNTIL OUR MEMBERSHIP SECRETARY DEALT WITH IT...

IN THE APRIL 88 ISSUE OF EAR99'ER NEWSLETTER, HE PRESENTED A PROGRAM TO AMEND THE TABS ON A VN 1 TI WRITER FILE, LARGELY TO DEMONSTRATE THE WAY THE TABS ARE SAVED. WHAT WAS INTERESTING WAS THAT BY APPENDING A NEW TAB SET, THE ORIGINAL SET IS "REPLACED". IF IT WORKS FOR VERSION ONE, WHY NOT TRY APPENDING A VERSION ONE TAB SET ONTO THE END OF A VERSION TWO FILE?

IT WORKS! THE FOLLOWING ROUTINE IS A MUCH MODIFIED FORM OF HIS PROGRAM. IF YOU CAN'T LOAD ANY DV80 FILE, AMEND IT WITH THIS PROGRAM AND TRY AGAIN.

THE ABOVE ARTICLE WAS TAKEN FROM THE TORONTO 9T9 NEWSLETTER FOR NOVEMBER 1988. WE HAVE INCLUDED THE ABOVE PROGRAM ON OUR DISK OF THE MONTH.

FIND DISPLAY FIXED 80 FILE NAMES:

THIS IS JUST A NOTE TO ANYONE WHO HAS EVER LOADED UP A DF80 FILE AND DIDN'T KNOW THE NAME TO MAKE IT RUN!

IF YOU LOAD UP TI BASIC FROM EITHER E/A OR MINIMEM YOU CAN DO THE FOLLOWING 4 STEPS TO FIND THE NAME:

- 1) CALL INIT
- 2) CALL LOAD("DSK*.FILENAME")
- 3) CALL PEEK(16176,A,B,C,D,E,F)
- 4) PRINT CHR\$(A)&CHR\$(B)&CHR\$(C)&CHR\$(D)&CHR\$(E)&CHR\$(F)

THIS ARTICLE WAS TAKEN FROM THE NOVEMBER 1988 ISSUE OF THE TORONTO 9T9 NEWSLETTER.

THE VICTORIA 99ER

DOH

LOADBASE - EXTBASIC

THIS IS A PROGRAM WITH WHICH YOU CAN READ A DATA FILE OF A DATA BASE PROGRAM

PRO-RTT - EXTBASIC

THIS PROGRAM WILL CONVERT ANY NON-MODULE DEPENDENT PROGRAM TO A TE-II SPEECH PROGRAM

VERB-VERB - EXTBASIC

THIS IS THE PROGRAM WE TALKED ABOUT ON PAGE 2 OF OUR NEWSLETTER. THIS PROGRAM WILL CONVERT ANY NON-MODULE DEPENDENT PROGRAM TO A TE-II SPEECH PROGRAM.

PICTURDEMO - EXTBASIC

THIS PROGRAM WILL BUILD A FILE FOR YOU CALLED "DEMO" WHICH WILL LET YOU RUN A SLIDE SHOW USING TI ARTIST COMPATIBLE PICTURE FILES. THIS PROGRAM WAS DESIGNED TO BE USED WITH YOUR DISPLAY MASTER PROGRAM. WE WILL BE RUNNING A DEMO ON HOW THIS NEAT LITTLE PROGRAM WORKS.

THIS PROGRAM WAS TAKEN FROM THE WESTERN NEWYORK 99ER'S NEWSLETTER "INTERFACE" FROM DEC 88, WHICH WE HAVE NOW STARTED RECEIVING.

WE HAD DISCOVERED A BUG IN THE PROGRAM OR JUST A TYPO ERROR AFTER WE TYPED IT IN AND RAN IT. LINE 250 SHOULD HAVE HAD A SPACE AFTER LOADPIC THEN THE "&CHAR\$" OR IT WILL WRITE THE FILE WRONG FOR DISPLAY MASTER.

GOVERNMENT - EXTBASIC

THIS IS A LITTLE FUN PROGRAM THAT SHOWS YOU HOW GOVERNMENTS WORK FOR YOU

ENCOD2 - EXTBASIC

THIS IS A BINGO CALLER PROGRAM THAT HAS SPEECH. GOOD FOR THE KIDS.

KARATE - E/A3 PROGRAM NAME "START"

THIS IS A KARATE TYPE PROGRAM WHERE YOU PLAY AGAINST A FRIEND OR AN ENEMY

BREAK-THRU - E/A3

THIS GAME IS ALMOST THE SAME AS THE ONE FOR THE ATARI 2600. THE DOCS ARE INCLUDED ON THE DISK WITH THE GAME.

WIPE-OUT - EXTBASIC

THIS IS ANOTHER ONE OF THOSE CAR DRIVING GAMES LIKE POLE POSITION FROM ATARI.

THE VICTORIA 99ER

THE THEORY OF DARK SUCKERS

For years it was believed that light was emitted from an electric bulb, recent information has proven otherwise - dark is sucked into the bulb therefore, the bulb is a dark sucker. This theory also proves dark is heavier than light, and dark is faster than light. A few examples follow:

ELECTRIC BULBS: There is less dark near an electric bulb than at a distance of 100 feet when it is operating, therefore, it is sucking dark. The larger the electric bulb the more dark it is able to suck, this is easily proven. Also note that when an electric bulb becomes full of dark it ceases to suck dark and is itself dark, indicating it is full of dark. This phenomena can also be observed in fluorescent tubes, the end of these bulbs indicate when they are becoming full of dark.

CANDLES: These are primitive dark suckers, the centre core is a dark sucker protected by a soft insulator to extend its life expectancy and maintain rigidity. Proof of its dark sucking ability is relatively simple. Examine a new, unused candle. Notice that the center core is not dark. Ignite the center core and allow it to burn for 5 minutes. Notice the lack of dark around the candle and observe the center core. It is now dark, proving the candle has sucked dark. Moving a pencil through the flame further illustrates the dark sucking capacity of the candle. When this is done, the pencil blocks the flow of dark and dark is deposited on the pencil.

DARK IS HEAVIER THAN LIGHT: Dark always settles to the bottom of lakes and rivers. This can be proven by descending into a lake or river, the deeper you go the more dark there is! This phenomena can be observed when looking into deep holes where dark has fallen, proving dark is heavier than light.

DARK IS FASTER THAN LIGHT: If you were to open a drawer slowly, you would notice light going into the drawer. (you can see this happen.) You cannot see the dark leave the drawer. Go into a closet, close the door and turn off the dark sucker. Now have a friend open the door about 1 inch, neither you or your friend will see any dark leave the closet. Now open the door until the closet is half dark. Since 2 objects cannot occupy the same space at the same time, you will not feel any change in pressure by compressing the dark. So it is logical to assume that dark is faster than light.

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