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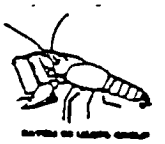
Bayou 99 Users Group, P.O. Box 921, Lake Charles, La. 70602

BAYOU BYTE



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Special Meeting Notice

Due to a conflict with school activities on Thursday, our regular meeting night, our next meeting will be held on TUESDAY, October 8th at the Nelson Elementary School. Anyone interested in learning to use the capabilities of the 99/4A is invited.

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CONTENTS

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EDITOR'S COLUMN

First, my thanks to Roger Hickerson for doing the newletter last month. His editorial on Freeware was first class. For those of you who have asked about the Freeware listed in that issue, you can either contact the authors directly at the addresses indicated or you can check at the next meeting to see what other members have available. Since the whole idea is to get as much distribution as possible, our members are always willing to share such programs.

Just before I sat down to write this, I made the rounds of the local bulletin boards. The most hotly debated issue on nearly all of the boards is rumors regarding legislation that is being

proposed to regulate bulletin boards. While the bulletins are generally pretty sketchy, there seems to be sufficient smoke to indicate there is a flame that needs tending to.

The legislation that is mentioned seems to be aimed at preventing some of the things we've heard on TV or read about in the news media: hackers who infiltrate banks; hackers who post credit card numbers or other information on boards so that others may use the information to commit crime; the potential for children to be exposed to pornography; etc., ad infinitum.

Well, I saw WARGAMES, too, but let's not let the actions of a few destroy the fun for many. Needless to say, I would be opposed to arbitrary legislation which regulates boards.

I don't doubt that the conditions that such legislation intends to correct exist. However, I believe that there are other ways to address these issues rather than blanket laws restricting Boards. For example, our Board makes it extremely difficult to leave a public message which contains those seven words, as well as many others, which made George Carlin famous. Roger has a jerk-trap that reads the messages before it saves them. If the message contains objectionable words, the messagee will never see them since the messager heard a dial tone as soon as the system detected the offending language.
I think that the laws that currently exist regarding slander and libel would probably apply to Bulletin Boards. I think that the laws that currently exist regarding breaking into a bank and stealing money should apply to breaking into a bank's computer and stealing money. In short, why legislate when there is already legislation?

A large part of the problem with access being gained to banks and governmental agencies and schools is a lack of security in those systems. If you leave your keys in your car and park it downtown, I'll bet that your car is going to disappear. Taking your keys with you does not absolutely guarantee that your car will be there when you return, but it increases the probabilities. I suggest that the same logic applies to security and computer systems. If you lock it up, it is less likely to get stolen.

Boards serve a useful purpose in that they exist to relay information. They serve much the same purpose as newspapers, telephones, and the Postal Service. People are able to read about advances in the computer world almost as soon as they are announced. Rest assured that as soon as, for example, Myarc announces a new product, news shows up on COMPUSERVE and it is only a matter of days until one of our members tells us about it on TIBBS. This is days, if not weeks, before we will see the announcement in the magazines we read that specialize in computer information.

Last week I was having trouble modifying a program. I simply could not remember how to do something I knew TI's computers could do. So, I threw a note up on TIBBS and explained what I wanted to do. Within 2 days, I had 3 responses to the request for assistance.

There is a serviceman from Chloe who is stationed in Nebraska. He is a regular caller to our board. Through the board, he is able to maintain contact with the computer community in Lake Charles.

Chuck Robertson left town to drive to Florida while Hurricane Elena was making life along I-10 very difficult. With one quick message, he was able to let us know that he was safe and sound at his new home.

In my opinion, the good that boards can do is being over-shadowed by a few well-publicized examples of the bad.

As computer users, you need to be aware of the fact that legislation that affects you is being proposed. Some of those laws may not be good laws. Contact your representatives and urge that they seek out the opinions of User Groups and System Operators before they vote.

SPECIAL MESSAGE TO USER GROUPS AND SYSOPS

One of the aggravations of dialing into a BBS for the first time is that new users usually have severe restrictions placed on them. We recognize that these restrictions are generally necessary, but frequently result in expensive delays and repeated long distance calls before a new user can really see what a board has to offer. However, let's assume that members of other user groups are above the sorts of things that make such restrictions necessary.

Therefore, the Bayou 99 TIBBS makes the following offer to other TIBBS SYSOPs and TI User Groups:

We will issue to your user group a password and ID number that has no more restrictions than any other normal user. At the same time, we will provide your group with hardcopy menu and sign-on instructions. This number and password will not be published on your boards nor in your newletters, but will be circulated only by word-of-mouth or announcements at official meetings of your group.

The president of your group must write our SYSOP to request such an arrangement. Where a user group operates a board or has effective control of a board, this arrangement must be reciprocal and once you receive a password from us, you must then issue one to us for your board. The same restrictions regarding distribution of the password would apply to us.

Should your group or SYSOP perceive that this priviledge is being abused, merely delete the password to prohibit further access and notify us that you have done so. We would reserve the right to do the same. Should you find that you've been denied access to our board without notification, just drop a line to our group for clarification.

This arrangement would not prevent an individual from securing their own password or taking advantage of premium services offered on boards; it merely facilitates finding out what a board

is really like at a minimum of expense and hassle.

If you are interested in this proposal, please drop a line to the address on the masthead, ATTN: SYSOP. If you don't like the idea, please let us know why and perhaps we can agree on an equally beneficial arrangement.

BASIC PROGRAMMING
Part 5
R. N. Hickerson

In Part 4 of this series, we concluded the 1) ADD TO FILE and 2) PRINT FILE sections of the program. The file program is now sufficiently complete for you to start a file, add to it, print it to your printer, or display the file on the screen. Hopefully, you have also learned how to use many of the console BASIC statements as the program was being written.

There are a number of enhancements which could be included in the program. Perhaps the most useful addition would be the ability to change information in the file due to changes which have occurred since the file information was entered or to correct any mistakes which may have crept in during typing in the data. Since option 5 in our MENU is EDIT FILES, let us proceed to write the program lines which will allow us to change data as required.

When we enter a 5 at the main MENU prompt in Line 390, the program will proceed through the entry check and jump to Line 1710 from the ON...GOTO... statement in Line 480 since 1710 is the fifth line number following GOTO.

You may have noticed that the 4th number was also 1710. This means a 4 entered at the MENU prompt would take the execution of the program to Line 1710 as well as a 5. Looking back at the MENU, we see selection 4 is SEARCH FILES. Now it should make sense for both options 4 and 5 to start at the same place. It is difficult to edit a record if you can't find it. Therefore, we will attempt to write the program lines so that both a file search and record edit can be done.

First, we clear the screen with the CALL CLEAR in Line 1710. Next, we check to find out if the file's records have been read into the array. If the file has been read from the tape, FILE$(1,1) will be equal to the first record number; if FILE$(1,1) is blank, then the file will have to be read from the tape and the records stored in the FILE$ array. Line 1720 checks for the existence of FILE$(1,1) and if it is found, the program resumes in Line 1740; otherwise, the program drops to Line 1730 where a GOSUB 1410 takes us to the subroutine which reads the file from tape before proceeding to Line 1740 for a CALL CLEAR. In Line 1750, the value of CHOICE entered in Line 400 is checked and if CHOICE=4, SEL$ will be "SEARCH", but if CHOICE=5, then SEL$ will be "EDIT".

Readers can follow the way this was done by following the program from Line 1750 to Lines 2550 and 2570. The PRINT statement checks to see if the user wants to continue. An N will jump

program execution to the MENU, while a Y will permit the program to continue with the next line.

Line 1800 requests a word or number in the file records be entered. This word or number is assigned to the string variable W$.

A nested loop is used to read each entry in the array, starting with record number 1 and continuing until all the records have been read or POS(FILE$(J,K),W$,1) has a value other than zero. The statement in Line 1850 returns the number of the position W$ begins in FILE$(J,K), starting with the first position in FILE$(J,K). Had we entered "JOHN", the data in each record would have been checked to see if "JOHN" was included. If JOHN, JOHNSTON, JOHNSTONE, JOHNNY, VILLEJOHN or any other word containing "JOHN" was found, the expression would have the value of the position of the first letter in "JOHN". Looking back at our examples, the value would have been 1 for all but VILLEJOHN when the value would be 6. In either case, program execution would jump to Line 1940.

The RESTORE in Line 1940 resets the DATA pointer to the first item in the first data statement so that our data can be read again. If we tried to read DATA after reading it once before, an OUT OF DATA error would occur.

If the variable W$ was not found after all the records had been read, Line 1850 would have printed a message stating the word or number had not been found and you would then be given the choice of trying another string or returning to the MENU.

Line 2010 displays the message giving a choice of changing the data or choosing another option. The users choice is entered in CH and the program execution jumps to the appropriate line number. For example, if a 2 is entered, the program will GOTO 2120 and an entry for a "new" "First Name" can be entered. The execution is resumed with Line 1960 and the complete record including the changed "First Name" is displayed and further changes are then permittted. All data in the record, with the exception of the record number, can be changed.

Using the JOHN entry as an example, the search will locate the first occurrence of JOHN. If we were looking for John Williamson and Robert Johnson's record was in a lower numbered record, then Robert's record would be displayed. Entering a 7 would continue the search of records containing JOHN until the next record containing JOHN was displayed. The search could be continued with the entry of 7 until the desired record had been found.

After all changes have been completed, the user can end the search or edit with the entry of a 9, which jumps program execution to Line 2300 where the screen is cleared and a message is displayed to provide options for recording changes, returning to the MENU, or to search or edit another record.

Line 2310 is a GOSUB to the CALL KEY routine where the program waits for a key to be pressed. When a key is pressed, execution resumes with Line 2320 which checks to be certain the key pressed

was an R. M, or C and if not, to return to the CALL KEY subroutine. If one of the requested keys has been pressed, Line 2330 clears the screen and if the key pressed was C, the program jumps to the start of the search or edit routine. If the key pressed was an R, the program will GOTO 980 where the array is recorded on your cassette file. After the file has been recorded, the user is returned to the MENU. If an M is pressed, the user is also returned to the MENU.

This issue contains the entire program for you to key in. In following issues, the DELETE and SORT options will be covered.

A REVIEW BY R. N. HICKERSON
PRINT 'N' PAINT
From
NAVARONE INDUSTRIES

PRINT 'N' PAINT is a versatile and powerful graphics program from Navarone Industries. The first feature and perhaps the most important is that it requires only the 99/4A console, joysticks (or trackball), and a color TV or monitor. The use of a color display is listed as necessary only because the power of the program in using color must be seen to be believed. Nothing further is required -- just insert the PRINT 'N' PAINT cartridge in the GROM port and th user is in control with a choice of 32 brushes and 16 colors to produce original art and drawings on the screen.

When a screen has been completed, it may be saved - to Cassette as well as to disk. A screen may be reloaded for display or modification.

PRINT 'N' PAINT allows the user to draw on the screen using the cursor controlled by joystick or trackball; using the FIRE button leaves the brush mark on the screen. This requires some practice, but it is also possible to erase or paint over lines already on the screen. The program is full of special features to draw lines, rays, and rectangles. A text mode can be selected to print a legend on the screen. The text mode also contains a FONT editor. A magnified image of each printable character can be altered to obtain unusual characters or to modify the standard set, which includes both upper and lower case letters. A MOVE/COPY feature used with window adds additional versatility.

The MAGNIFY option is also available in the graphics mode. It is therefore possible to magnify the screen work and change the color or erase each individual pixel to obtain the clarest detail attainable with the 99/4A. To go from standard screen size to Magnify is by a simple press of the space bar.

The PRINT 'N' PAINT module will also allow the display on your screen to be printed on a printer; however, only Axiom Graphics or the Axiom Color Printer are supported from the module.

Navarone has produced an Extended Graphics Package on disk which adds other features to the PRINT 'N' PAINT module, as well as $29.95 to the $39.95 price of the module alone. The additional features are, however, worth the extra cost in the writer's

opinion. With the EGP disk loaded, we add AREA FILL to fill an enclosed area with color; CIRCLE to produce true circles any place on the screen. INVERT/MIRROR rotates th screen to form upside down and mirror images; TEXTURE is used for blending or creating shadows. COLOR SWAP does what the name implies and KALEIDOSCOPE can be used to divide the screen into 2, 4, or 8 sections and mirror images the drawing in one section into the other to produce some imaginative Kaleidoscope effects.

Demonstrations of each of these graphics and text features were made to sixteen members of the Users Group. Printed screen displays were also circulated which were produced on the TI Printer. Using the EGP disk, pictures on the screen may be printed on several printers, including TI, Okidata w/graphics, IBM graphics, Smith-Corona graphics, Epson FX-80 with graphics, Star Gemini 10/ 15, and AXIOM GP/100/550/750. If your printer will not work well using one of the listed protocols, the user is referred to Navarone Customer Services for assistance.

PRINT 'N' PAINT is quickly mastered, although reference to the easy-to-read operating manual will be required quite often in the beginning. The art work colors are vivid, with several shades and rainbow colors available. We rate it high among the graphics programs on the market. On a scale of 5, we rate PRINT 'N' PAINT at 4.5 and highly recommend its purchase. There is none better for users with only the basic console and a tape recorder.

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(Ed's note: This program has been added to the library. It may be obtained by placing a $20 deposit with Sonny Hoffpauir. When the program is returned, your deposit, less $2, will be returned. The program may be held for a month.)

THE LIBRARY EXPANDS

Sonny Hoffpauir reports that the Library now contains over 500 titles. The Library should be the first place to look when you need a program. Also, there is a new schedule of prices for the Library. Charges are now based on the disk size of the program being copied (programs will be copied to cassette if requested and if possible). If the program is up to 50 sectors, the price is $1 per program. 50-100, $2. 100-180, $3. 180-260, $4. 260-360, $5. 360-720, $8. As always, for each user-written, user-translated, or public domain program donated, you get 4 programs free of copy charges.

Not only can you get the programs you need at low prices, but all proceeds go to the treasury. Help the User Group; Help yourself. Check with Sonny and see what we have.

LAGNIAPPE

* The Director, Version 4.1, is now available as freeware from the Library. This program is written in Extended Basic and catalogs your disks in your choice of 2 formats. The disk also includes a labeler program, search routine, and on-disk documentation.

DELPHI

The Source, Compuserve and Delphi are all computer information services where the subscriber gains access to huge Databases, current News, Weather, and Sports, the latest airline schedules and other Travel services, Financial Services, Electronic mail and more.

Now and until October 31st, TI users can sign on to Delphi at no subscription charge, although you will be requested to provide information to Delphi for billing the on-line charges which are comparable to the charges levied by The Source and Compuserve. Access to Delphi is through Unimet, Tymnet, and Datapac telephone data services.

All you need is your computer, RS-232, a modem, and a terminal emulator program such as TEII or Fast-Term. When ready to sign on to Delphi, call the data access number nearest to you (in Lake Charles, this is the Tymnet number - 436-1633) and following the directions for your modem, connect to the data line.

Next, you will be requested to respond to a printed message to enter your terminal identifier. Type A and enter.

The next prompt will be: "Please Log In." In response, type DELPHI and enter. The next prompt is "User Name." Here you must enter JOINTISIG (no spaces). You will then see the prompt "PASSWORD;" enter SPECIAL OFFER. Enter these words JOINTISIG and SPECIAL OFFER exactly as shown to access Delphi and the TI SIG which includes Randy Holcomb and Paul (Fast-Term) Charlton among the rapidly growing list of members.

Delphi supports the XMODEM protocol available with Paul Charlton's Fast-Term and has a growing database of programs and information for the TI user.

The Delphi terminal configuration is:

8 Bit ASCII
1 Stop Bit
No Parity
Full duplex
No linefeeds or carriage return
XON-XOFF should be enabled
300 or 1200 baud

After entering Delphi, go to the Settings Menu to set the characteristics of your terminal including screen width and length (enter Ø for non-stop scrolling). You will also wantto change your password and enter a username before loggin off the system.

Connect time charges on all Networks can be very reasonable if you use a 1200 baud modem and log information to disk to be read after logging off the system.

```
100 OPTION BASE 1
110 CALL CLEAR
120 REM ********************
130 REM
140 REM         BASIC
150 REM         FILES
160 REM
170 REM ********************
180 REM BY R.N. HICKERSON
190 REM FOR BAYOU 99 USERS G
ROUP
200 REM OCTOBER 13,1983
210 DIM FILE$(70,10),AR$(70)
,LR(70),RR(70),FAR$(70,10)
220 DATA Last Name,First Nam
e,Initial,Street,City/State/
ZIP Code,Home Phone,Business
 Phone
230 TITLE$="ADDRESS BOOK"
240 ST$="DO NOT TYPE ANY COM
MAS WHEN RUNNING THIS PROGRA
M OR YOU WILL CAUSE AN ERROR
250 INPUT "WILL THIS BE THE
START OF A NEW FILE,Y/N? ":S
$
260 IF SEG$(S$,1,1)="Y" THEN
 1080
270 GOSUB 1410
280 CALL CLEAR
290 PRINT TAB(14);"MENU"
300 PRINT TAB(8);"1. ADD TO
FILE"
310 PRINT TAB(8);"2. PRINT F
ILE"
320 PRINT TAB(8);"3. DELETE
RECORD"
330 PRINT TAB(8);"4. SEARCH
FILES"
340 PRINT TAB(8);"5. EDIT FI
LES"
350 PRINT TAB(8);"6. SORT FI
LES"
360 PRINT TAB(8);"7. SIGN OF
F"
370 PRINT : : : :
380 PRINT
390 PRINT TAB(4);"ENTER NO.
OF YOUR CHOICE"
400 INPUT CHOICE
410 IF (CHOICE(1)+(CHOICE)7)
THEN 420 ELSE 480
420 PRINT "YOU MUST SELECT Y
OUR CHOICE"
430 PRINT "BY ENTERING A NUM
BER FROM "
440 PRINT " 1 TO 7"
450 FOR R=1 TO 800
460 NEXT R
470 GOTO 290
480 ON CHOICE GOTO 510,1290,
2380,1710,1710,2610,1340
490 GOTO 290
500 REM ***** ADD TO FILES *
*****
510 CALL CLEAR
520 R=F
530 GOSUB 550
540 GOTO 570
550 READ A$,B$,C$,D$,E$,F$
560 RETURN
570 PRINT TAB(10);"DATA ENTR
Y "
580 PRINT ST$
590 PRINT TAB(6);"TO EXIT DA
TA ENTRY"
600 PRINT TAB(7);"ENTER 'END
' FOR"
610 PRINT TAB(10);A$
620 PRINT : : : :
630 PRINT "TITLE: ";TITLE$
640 PRINT
650 R$=STR$(R)
660 FILE$(R,1)=R$
670 PRINT A$
680 INPUT FILE$(R,2)
690 IF FILE$(R,2)="END" THEN
 830
700 PRINT B$
710 INPUT FILE$(R,3)
720 PRINT C$
730 INPUT FILE$(R,4)
740 PRINT D$
750 INPUT FILE$(R,5)
760 PRINT E$
770 INPUT FILE$(R,6)
780 PRINT F$
790 INPUT FILE$(R,7)
800 PRINT : : : :
810 R=R+1
820 GOTO 590
830 FOR C=2 TO 7
840 FILE$(R,C)="$"
850 NEXT C
860 PRINT "A. DATA CORRECT-R
ECORD      B. ERROR IN DATA-
EDIT       C. JUST TESTING-G
O TO MENU  D. RECHECK DATA"
870 PRINT
880 PRINT
890 PRINT "ENTER CHOICE BY T
HE LETTER."
900 INPUT CHOICE$
910 CHOICE=ASC(CHOICE$)-64
920 IF (CHOICE(1)+(CHOICE)4)
THEN 860
930 ON CHOICE GOTO 980,670,2
90,1770
940 OPEN #2:"CS1",INTERNAL,O
UTPUT,FIXED 128
950 RETURN
960 OPEN #2:"CS1",INTERNAL,I
NPUT ,FIXED 128
970 RETURN
980 GOSUB 940
990 PRINT #2:TITLE$,NM$,NM
1000 GOTO 1160
1010 CALL KEY(0,K,S)
1020 IF S=0 THEN 1010.
1030 RETURN
1040 IF K=78 THEN 1150
1050 IF K=89 THEN 1070
1060 IF K<>89 THEN 1150
1070 REM ******* NEW FILE
1080 INPUT "ENTER YOUR FILET
APE NAME OR NUMBER ":NM$
1090 INPUT "AT WHAT NUMBER D
O YOU START YOUR TAPE FILE?
 ":NM
1100 PRINT "REWIND TAPE TO C
OUNTER NO. ";NM
1110 OPEN #2:"CS1",SEQUENTIA
L,INTERNAL,OUTPUT,FIXED 128
1120 PRINT #2:TITLE$,NM$,NM
1130 F=1
1140 GOTO 290
1150 REM ***** OLD FILE ****
*
1160 FOR I=1 TO R
1170 PRINT #2:FILE$(I,1),FIL
E$(I,2),FILE$(I,3),FILE$(I,4
),FILE$(I,5),FILE$(I,6),FILE
$(I,7)
1180 IF FILE$(I,3)="$" THEN
1200
1190 NEXT I
1200 CLOSE #2
1210 PRINT : : : :
1220 PRINT "YOUR DATA HAS BE
EN RECORDED ON TAPE ";NM$
1230 PRINT "PRESS ANY KEY TO
 CONTINUE"
1240 GOSUB 1010
1250 GOTO 290
1260 REM
1270 REM*****PRINT FILES*****
1280 CALL CLEAR
1290 PRINT "ARE FILES TO BE
PRINTED ON:":" "
1300 PRINT TAB(3);"1. SCREEN
 OR 2. PRINTER? "
1310 GOSUB 1410
1320 INPUT "CHOICE ":CH
1330 ON CH GOTO 1530,1610
1340 CALL CLEAR
1350 PRINT TAB(8);"SAY GOODN
IGHT!"
1360 CALL SCREEN(12)
1370 PRINT : : : : : : : :
1380 FOR DELAY=1 TO 350
1390 NEXT DELAY
1400 STOP
1410 OPEN #2:"CS1",INTERNAL,
INPUT ,FIXED 128
1420 I=0
1430 INPUT #2:TITLE$,NM$,NM
1440 I=1
1450 FOR F=I TO 100
1460 IF FILE$(F,2)="END" THE
N 1500
1470 INPUT #2:FILE$(F,1),FIL
E$(F,2),FILE$(F,3),FILE$(F,4
),FILE$(F,5),FILE$(F,6),FILE
$(F,7)
1480 IF FILE$(E,4)="$" THEN
1500
1490 NEXT F
1500 CLOSE #2
1510 CALL CLEAR
1520 RETURN
1530 PRINT
1540 FOR R=1 TO F
1550 PRINT FILE$(R,1);FILE$(
R,2);FILE$(R,3);FILE$(R,4);F
ILE$(R,5);FILE$(R,6);FILE$(F
,7)
1560 PRINT "PRESS Q TO QUIT.
ANY OTHER   KEY TO CONTINUE
"
1570 GOSUB 1010
1580 IF K=81 THEN 290
1590 NEXT R
1600 GOTO 290
1610 PRINT "ENTER DEVICE NAM
E (RS232 OR PIO)."
1620 INPUT DEV$
1630 OPEN #1:DEV$
1640 FOR R=1 TO F
1650 PRINT #1:FILE$(R,1);FI
E$(R,2);FILE$(R,3);FILE$(R,
);FILE$(R,5);FILE$(R,6);FIL
$(R,7)
1660 PRINT #1:
1670 NEXT R
1680 CLOSE #1
1690 GOTO 290
1700 REM *** EDIT  SEARCH
**
1710 CALL CLEAR
```

```
1720 IF FILE$(I,1)<>" " THEN
 1740
1730 GOSUB 1410
1740 CALL CLEAR
1750 IF CHOICE=4 THEN 2540 E
LSE 2560
1760 PRINT "DO YOU WANT TO "
;SEL$;"YOUR FILE RECORDS?"
1770 PRINT "(Y)ES OR (N)O?"
1780 GOSUB 1010
1790 IF K=78 THEN 290
1800 PRINT "  PLEASE ENTER A
 NAME OR A ";"NUMBER IN THE
RECORD TO BE";SEL$"ED."
1810 INPUT N$
1820 FOR J=1 TO 100
1830 FOR K=1 TO 7
1840 IF FILE$(J,K)="$" THEN
1880
1850 IF POS(FILE$(J,K),N$,1)
THEN 1940
1860 NEXT K
1870 NEXT J
1880 PRINT "NOT FOUND IN YOU
R FILE, TRY AGAIN? Y/N?"
1890 GOSUB 1010
1900 CALL CLEAR
1910 IF (K=89)+(K=78)=0 THEN
 1880
1920 IF K=78 THEN 290
1930 GOTO 1800
1940 RESTORE
1950 GOSUB 550
1960 CALL CLEAR
1970 PRINT " 1. ";A$;": ";FI
LE$(J,2)
1980 PRINT " 2. ";B$;": ";FI
LE$(J,3)
1990 PRINT " 3. ";C$;": ";FI
LE$(J,4)
2000 PRINT " 4. ";D$;": ";FI
LE$(J,5)
2010 PRINT " 5. ";E$;": ";FI
LE$(J,6)
2020 PRINT " 6. ";F$;": ";FI
LE$(J,7)
2030 PRINT " 7. CONTINUE SEA
RCH"
2040 PRINT " 8. DELETE RECOR
D"
2050 PRINT " 9. END ";SEL$
2060 PRINT : : :
2070 INPUT "INPUT THE LINE N
UMBER TO BE CHANGED, OR TO C
HOOSE OTHER OPTIONS. ";CH
2080 ON CH GOTO 2090,2120,21
50,2180,2210,2240,2270,2280,
2290
2090 PRINT "NEW ";A$;
 2100 INPUT FILE$(J,2)
2110 GOTO 1960
2120 PRINT "NEW ";B$;
2130 INPUT FILE$(J,3)
2140 GOTO 1960
2150 PRINT "NEW ";C$;
2160 INPUT FILE$(J,4)
2170 GOTO 1960
2180 PRINT "NEW ";D$;
2190 INPUT FILE$(J,5)
2200 GOTO 1960
2210 PRINT "NEW ";E$;
2220 INPUT FILE$(J,6)
2230 GOTO 1960
2240 PRINT "NEW ";F$;
2250 INPUT FILE$(J,7)
2260 GOTO 1960
2270 GOTO 1860
2280 GOTO 2380
2290 CALL CLEAR
2300 PRINT "ENTER R TO RECOR
D CHANGES,  M, TO RETURN TO
THE MENU, ORC, TO";SEL$;"ANO
THER RECORD."
2310 GOSUB 1010
2320 IF (K=67)+(K=77)+(K=82)
=0 THEN 2310
2330 CALL CLEAR
2340 IF K=67 THEN 1800
2350 IF K=82 THEN GOTO 960
2360 GOTO 280
2370 REM $$  DELETE FILE  $$
2380 FOR M=1 TO 7
2390 FILE$(J,M)=" "
2400 NEXT M
2410 GOSUB 1140
2420 I=0
2430 PRINT #2;TITLE$,NM$,NM
2440 FOR I=1 TO 100
2450 FOR M=1 TO 7
2460 IF FILE$(I,M)=" " THEN
2510
2470 PRINT #2;FILE$(I,M)
2480 IF FILE$(I,M)="$" THEN
2520
2490 IF FILE$(I,M)="$" THEN
2520
2500 NEXT M
2510 NEXT I
2520 CLOSE #2
2530 GOTO 290
2540 SEL$="SEARCH"
2550 GOTO 1760
2560 SEL$="EDIT"
2570 GOTO 1760
2580 F=1
2590 GOTO 510
2600 REM $$ SORT ROUTINE $$
2610 FOR I=1 TO F
2620 IF FILE$(I,2)="$" THEN
2650
2630 AR$(I)=FILE$(I,2)
2640 NEXT I
2650 N=I
2660 P=1
2670 LR(P)=1
2680 RR(P)=N
2690 IF P<=0 THEN 3070
2700 LB=LR(P)
2710 RB=RR(P)
2720 P=P-1
2730 IF RB<=LB THEN 2690
2740 I=LB
2750 J=RB
2760 T$=AR$(I)
2770 IF J<1 THEN 2810
2780 IF T$>=AR$(J)THEN 2810
2790 J=J-1
2800 GOTO 2770
2810 IF J>I THEN 2840
2820 AR$(I)=T$
2830 GOTO 2960
2840 AR$(I)=AR$(J)
2850 I=I+1
2860 IF I>N THEN 2900
2870 IF AR$(I)>=T$ THEN 2900
2880 I=I+1
2890 GOTO 2860
2900 IF J<=I THEN 2940
2910 AR$(J)=AR$(I)
2920 J=J-1
2930 GOTO 2780
2940 AR$(J)=T$
2950 I=J
2960 P=P+1
2970 IF I-LB>=RB-I THEN 3020
2980 LR(P)=I+1
2990 RR(P)=RB
3000 RB=I-1
3010 GOTO 2730
3020 LR(P)=LB
3030 RR(P)=I-1
3040 LB=I+1
3050 GOTO 2730
3060 REM $$$$$ PRINTOUT $$$$
$
3070 PRINT : : :
```

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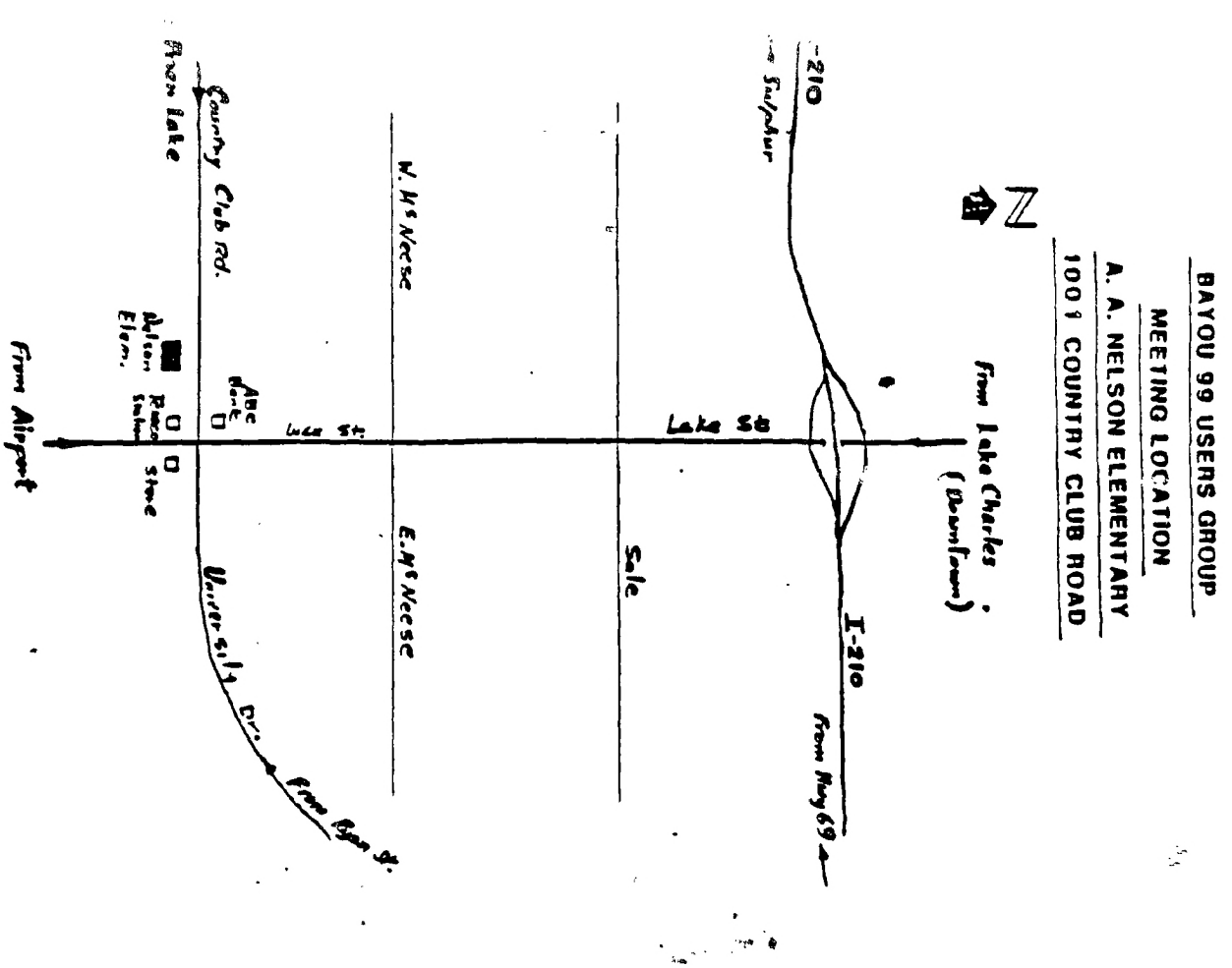
* The 99'ers Association has established a BBS Network to disseminate information, new product announcements, and other news of interest to TI users. Th Bulletin Boards in the network closest to Lake Charles are: (713) 227-4128, Bob Baker, SysOp, Houston and (205) 767-5490, John Moody, SysOp, Florence, AL. Consideration is being given to expansion of the network with Associate BBS's. Should this happen, we can expect the Bayou TIBBS to participate.

* Bayou TIBBS is receiving an average of 400 calls per month and could have over 2500 log ins by the end of it's first 6 months of 24-hour-a-day operation.

* Asgard Software has sent their catalog in response to our request on COMPUSERVE. Asgard is the distributor for Graphx and are selling Graphx and Graphx Companion (a collection of new fonts, pictures, and animation sequences) as a package for $45.00.

* TOYS-R-US in Beaumont had a good supply of TI software and other computer supplies, according to Peter Still who was there on September 21st.



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