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

BAYOU BYTE



BAYOU 99 USERS GROUP

Price One Dollar

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NEW MEETING DATE :
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AS THE MAN SAYS: "JUST ONE MORE TIME WITH GUSTO!"
Because of various reasons, the meeting of the BAYOU 99 USERS GROUP will be the THIRD TUESDAY of each month. That means we will meet on NOVEMBER 18 7 PM Nelson Elementary.

There is a possibility that we will be changing our meeting location at some point in the near future. If you have any input you'd like to provide regarding this, please notify one of your officers or committee chairmen.

I'd like to take this time to point out something that some of us may have overlooked:

The BAYOU 99 USERS GROUP was founded on the sharing of information, tips, gripes, experiences, and interests that we all have with our 99/4A computer. That is our common bond and a strong bond at that. We didn't get together to have just a few people pontificate on their own experience and knowledge (even if that is the way it has been). Anyone can contribute to our newsletter or meetings (and everyone really should!). If you have ever pushed, flipped, or toggled an on-off switch on your computer then YOU have germane comments to make on the process of making these machines perform like we want them to. Although you may find that a note or comment about a particular application has not been a common experience with any other members, I'll bet that someone else has had the same experience and has found a way to fix or bypass it if it's a problem or use it if it's a solution. Your note may help some other user or their experience may help you BUT... you, I, or they will never know IF YOU don't communicate it to others!!!

SO PARTICIPATE! COME TO THE MEETINGS, ASK QUESTIONS, SUBMIT YOUR IDEAS OR INQUIRIES TO THE NEWSLETTER!!

PRESIDENT'S LETTER

It is time for the members to nominate a slate of officers that will guide the BAYOU 99 USERS GROUP through the coming year. Every member is urged to decide who they believe can provide leadership to meet the challenges and take advantage of the opportunities in the months ahead. As I step down, I know the future is going to bring some tremendous advances to the 99/4A with typewriter-sized keyboards, large increases in accessible memory and a promise of MS-DOS (IBM) compatibility. For anyone who has ever wondered if he needed to buy a different computer, I predict he will find the answer in the very near future.

While the advances in peripherals and software that have already occurred will soon be surpassed, the Group also faces a number of challenges: one is making our large library of programs accessible to our members; another is the serious decline in attendance at our meetings. Our meetings have something for each skill level with programming classes, demos of software and hardware, and the presentations of interesting subjects at all levels of computer capability. The only thing lacking?...YOU! This Group was organized to further the skills of the whole from the experiences of the individuals...YOU! Your Users Group NEEDS your support... in participation, expression of your views, and demonstration of your interest in the 99/4A.

Mark the next meeting date on your calendar-- **NOVEMBER 18th** -- and come to the meeting! Let your officers know what you would like to have the Group provide for you. If you have any time to invest, we can use help in providing copies of our library programs to the Elementary and Middle Schools (all of which have TI 99/4A's), Boys Village, and the new Girls Village. The help we can give depends upon the number of hands we have to offer.

When you join in, your presence gives strength to the organization and without a strong organization, everyone misses out on something.

**** CALL LOAD DIRECTORY ****

This list of "CALL LOAD"s comes from many varied sources over the past several years. Part from Scott Darling's list on the SOURCE and part from the GRAND RAPIDS 99er newsletter "CALL SAY". No guarantees as to the accuracy or stated results. Remember to do a "CALL INIT" prior to the "CALL LOAD". A careful study of this list will reveal many VERY handy functions. ENJOY!!

****CALL LOAD(-31572,A)...USE A=0 TO 255 TO VARY KEYBOARD RESPONSE**

****CALL LOAD(-31740,A,B)...DIFFERENT VALUES OF A & B WILL CHANGE BEEPS, WARNING TONES, ETC.**

****CALL LOAD(-31744,A)...CONTINUE LAST SOUND 0=LOUDEST,
 15=QUIETEST**

****CALL LOAD(-31748,A)...USE A=0 TO 255 TO CHANGE RATE OF CURSOR
 FLASH AND SOUND TONE RATES**

****CALL LOAD(-31788,160)...BLANKS SCREEN AT NEXT KEYSTROKE
 (-31788,192)...DISABLE SPRITE MOTIION AND AUTOMATIC
 SOUND
 (-31788,224)...NORMAL SPRITE MOTION AND SOUND
 (-31788,225)... MAGNIFIED SPRITES
 (-31788,226)...DOUBLE SIZED SPRITES
 (-31788,227)...DOUBLE SIZE AND MAGNIFIED SPRITES
 (-31788,232)... MULTICOLOR MODE IN 48 BY 64 SQUARES**

****CALL LOAD(-31794,A)...FOR A=1 TO 255, COUNTDOWN TIMER FOR
 CALL SOUND**

****CALL LOAD(-31806,16)...DISABLES FCTN QUIT KEY
 (-31806,32)...DISABLE SOUND
 (-31806,-32)... CONTINUOUS SOUND
 (-31806,64)...DISABLE AUTO SPRITE MOTION
 (-31806,80)...DISABLE SPRITES QUIT KEY
 (-31806,96)...DISABLE SPRITES AND SOUND
 (-31806,128)...DISABLE QUIT, SOUND, AND SPRITE
 MOTION**

****CALL LOAD(-31808,A,B)...DOUBLE RANDOM NUMBERS (0 TO 255) NEED
 RANDOMIZE**

****CALL LOAD(31860,4)...WILL GO TO CONSOLE BASIC AFTER "NEW"
 COMMAND
 (-31860,8)...AUTOMATIC RUN OF "DSK1.LOAD"**

****CALL LOAD(-31868,0)...DISABLES "RUN" OR "LIST" AFTER "BREAK"
 (FCTN 4) IS USED
 (-31868,0,0)...TURNS OFF THE 32K MEMORY EXPANSION
 (-31868,255,231)...TURNS ON THE 32K MEMORY
 EXPANSION**

****CALL LUD(-31873,A)...SCREEN COLUMN TO START AT WITH A
 "PRINT" (A=3-32)**

****CALL LOAD(-31878,0)...UNPROTECT EXT. BASIC PROGRAMS**

****CALL LOAD(-31879,A)...FOR A=0 TO 255, TIMER FOR VDP INTERUPTS
 EVFRY 1/60 OF A SECOND**

****CALL LOAD(-31880,A)...FOR A=1 TO 99, RANDOM NUMBER , NEED
 "RANDOMIZE"**

****CALL LOAD(-31884,A)...SELECTS KEYBOARD MODE AS IN "CALL
 KEY(K,...); FOR A=0 TO 5**

****CALL LOAD(-31888,55,215)... ENABLE ALL DISK DRIVES;ENTER
 "NEW" TO RECOVER BUFFERS.
 (-31888,63,255)... DISABLE ALL DISK DRIVES;ENTER
 "NEW" TO RECOVER MEMORY.**

LAGNIAPPE

- * RAVE 99, 23 Florence St., Bloomfield, CT 06002-- has begun shipping two keyboards, enhancements for the 99/4A. Fully compatible with the console, installation can be completed in less than an hour without any soldered connections. Priced at \$164.95 (101 key model) and 149.95 (88 key model), the keyboards eliminate all serious complaints registered regarding the original 99/4A key placement and combination key press problems. (Please refer to the review in this issue.)
- * DOTS-PERFECT from DRESSELHAUS, 837 East Alostia Ave., Glendora, CA 91740 offers a conversion for TI or EPSON printers that allows selection of the font, line spacing, skip over perforation, and other switch selectable settings of the printer. Also selectable is a Near(?) Letter Quality printing that is comparable to daisywheel print. (Please refer to the review in this issue.)
- * A half high DSDD direct driven disk drive is available. The drive is as quiet as an Epson drive with power requirements about the same as the Epson SD-521 or the Teac FD55B so that two may be mounted in the PE Box. (For more information, contact Roger Hickerson.)
- * Soon to be available...a DISK OF THE MONTH or TAPE OF THE MONTH from the BAYOU 99 U.S. LIBRARY at bargain prices for members! Come to the meeting to find out more about this valuable service!
- * The BAYOU BYTE is available to nonmembers outside the state for only \$6.00 per year (12 issues). Send checks or money orders to: Editor, BAYOU 99 U.S., P.O. Box 921, Lake Charles, LA 70602.
- * The newest additions to our newsletter exchange program are: Hunter Valley 99'ers, the TI99 Users of Perth (Australia), and the UK TI User Group (United Kingdom). Welcome aboard! Glad to be getting your publication. If any other User Group would like to participate, just send your news letter to our address shown above and we'll be glad to add you to our mailing list.
- * REGINA, who has written articles, programs, and tips for the 99/4A in all the major publications catering to the TI 99/4A owner, is now offering her programs on disk. Send \$1.00 for a listing to :
REGINA
P.O. Box 1502
San Francisco, CA 94128
- * Anyone missing the manual for their TI-WRITER, Editor/Assembler, or any other TI Cartridge should call 1-800-TI-CARES (yes, it's still operating) and ask for availability and price. The replacement cost for TI-WRITER manual is \$3.00. The manual is no charge! The \$3.00 is to cover shipping and handling. TI CARES!!

- * Reports from the Seattle TI Show tell of Craig Miller (MILLER'S GRAPHICS) announcing he has joined with a major U.S. firm to produce an interface between the 99/4A and IBM type environment. (Translation: an add-on device to allow running IBM / MS-DOS programs on your TI.)
- * do you know what October 28th was?...The third anniversary of TI's departure from the home computer market! But rejoice ye orphans, tis a day of celebration! Look how far we've come; look how far we'll go!
- * RAYMOND K. HAMILTON, Route #2, Wilder, Idaho 83676--- has transcribed the OLD & NEW TESTAMENTS of the BIBLE onto disk! The New Testament is on 7 flippies and the Old Testament is on about 25 disks. The prices are \$15.00 and \$35.00 respectively or \$50.00 for the whole BIBLE. He's open to suggestions for different programs he could use with these D/V 80 Files (existing or new) and would enter you program into his contest for the best entry.
- * NEW TERMINAL EMULATOR---Disk Only Software Co., P.O. Box 4170 Rockville, MD 20850 has announced a new software development agreement with telecommunications expert, PAUL CHARLTON. The agreement is for the future development of a "revolutionary" new terminal emulator program. DOS is soliciting user input for subroutines, etc. ; even a name for this new program. For more information write them or contact them on Compuserve (ID 70007,1635). Paul Charlton of Virginia is an honors student at Rensselaer Polytechnic Institute of New York. He is a SYSOP of TIFORUM on Compuserve. We'll certainly be on the look out for release of this new program!

**** DISK MAPPING ****

Ever wonder how your computer knows where to find a program on a disk or how and where that program is put? Well, I don't have all the answers but listing below can certainly help you arrive at some answers. I don't know just where all this data came from (I got it out of Florida) but suspect the original source was a T.I. data book. If you have DPATCH, DISK FIXER, SUPERBUGGER, or any other disk repair/fix program, then this should be a useful road map to your disk.

HEX	DEC	CONTENTS

SECTOR 0 - Disk Information

0000-0009	0000-0009	Disk Name - up to 10 characters
000A-000B	0010-0011	Total number of sectors on disk
		>0168=360, >02D0=720

000C	0012	Number of sectors per track >09=9
000D-000F	0013-0015	>44534B="DSK"
0010	0016	>50="P" (backup protected) >20=" " (not protected)
0011	0017	Number of tracks >28=40
0012	0018	Number of sides >01=1 (single) >02=2 (double)
0013	0019	Disk density >01=1 (single) >02=2 (double)
0014-0038	0020-0055	Not used
0038-0064	0056-0100	Bit map of all disk sectors (see note)
0065	0101	Not used
0066-0092	0102-0146	Bit map of all disk sectors (see note)
0093	0147	Not used 0094-00C0 0148-0192 Bit map of all disk sectors (see note)
00C1	0193	Not used
00C2-00EE	0194-0238	Bit map of all disk sectors (see note)
00F0-00FF	0240-0255	Not used

NOTE: The usage of these maps depends on if the disk is SS, DS, SD, or DD. Take one word at a time, and split it into bytes. Take a byte at a time and split it into bits. Reverse the order of the bits in this byte. 1=sector used, 0=sector not used. e.g. >0038=F300 this converts to 1111 0011 0000 0000. Take the first byte (1111 0011), and reverse the order (1100 1111). This means that sectors 0, 1, 4, 5, 6, and 7 are used; sectors 2, and 3 are not.

SECTOR 1 - Directory Link

0000-0001	0000-0001	The sector of the 1st directory in alphabetical order
0002-0003	0002-0003	The sector of the 2nd directory in alphabetical order
"	"	"
"	"	"
00FC-00FD	0252-0253	The sector of the 127th directory in alphabetical order
00FE-00FF	0254-0255	The sector of the 128th directory in alphabetical order

SECTORS 2-22 - File Header

Headers for the first 19 files are placed here by default. If the disk contains more than 19 files, additional file headers are placed in the first available sector. If there are fewer than 19 files but they fill the disk, the sectors in this area may be used to contain last few sectors of the last file.

0000-0009	0000-0009	File name
000A-000B	0010-0011	Not used
000C	0012	File type
		bit 0 0=fixed 1=variable
		bit 4 0=none 1=write protected

bit 6 0=display 1=internal
bit 7 0=data 1=program file

000D	0013	Number of records per sector (n/a for program)
000E-000F	0014-0015	Number of sectors per file
0010	0016	End of file offset in last sector (n/a for fixed file)
0011	0017	Record length of files
0012-0013	0018-0019	Number of records per file note the bytes are reversed >0102=>0201 (n/a for program)
0014-001B	0020-0025	Not used
001C-00FF	0026-0255	Block cluster linkage (see note)

NOTE: Files are placed on disk in first-come first-served manner. The first file written will start at sector >0022, and each subsequent file will be placed after it. If a file deleted, the next file written will start in this hole. If the hole is not long enough for the file the file will be fractured, and the remainder will be placed in the next available block of sectors. the block cluster link map keeps track of this fracturing. Each block cluster link is 3 bytes long. Byte 2 is divided into 2 nybbles (4 bits). The rightmost nybble is appended to the left end of byte 1. - The leftmost nybble is appended to the right end of byte 3. the result is 2 12-bit numbers. The left number represents the starting sector for this cluster. The right represent the number of sectors within this cluster. e.g. >001C=>22 20 01 this equals >022 and >012 where >022 equals starting sector >022 with >012 sectors in the cluster.

SECTORS 22-168 - Data Files

These sectors contain file data and file headers. The first byte of the first sector of each file is where the proprietary protection invoked by Extended Basic is flagged. to unprotect this file, change >0000 to its 2s complement, leaving the LSB=1.

RAVE KEYBOARD

Review by

Roger Hickerson

The RAVE Model 99/101 Keyboard was received promptly after my order was placed by telephone. I requested shipment by UPS C.O.C. and so paid \$183.00 for my keyboard and a cover for the space left open in the console when the old keyboard was removed.

One of the most important considerations in any purchase of hardware or software is the quality of the instructions received. Inadequate instructions can introduce errors which can often result in an improper installation which will result in damage to your system. The instructions from RAVE are given in easy to understand step-by-step format. Where the possibility of fatal errors occurred, a warning notice was printed and the instructions were given in even more detail with references to illustrations to provide greater clarity.

Installation involves removing the existing 99/4A keyboard and replacing it with a PC interface. The power supply is connected to the interface and the coiled telephone cord attached to the keyboard plugs into the interface board. The cover provided is then fastened down to cover the opening in the console.

The Model 99/101 has a 101 key layout and four setup modes. Two separate modes are command/program modes. Mode 3 is a word processing mode and mode 4 is for Multiplan. Function key assignments differ in each mode. In all modes, there are four key dedicated cursor control and a 10 key numerical key pad. Mode is displayed with the SETUP key and changed with the shifted SETUP key.

In all modes the 11 function keys arranged across the top of the keyboard. The function keys are single keystroke operation which allows use of the overlay strips. Pressing the shift key converts the function keys to control codes.

The Alpha Lock key performs normally, except that the position of this key has no effect on joystick operation. The two command/program modes allow the QUIT key to be defeated or implemented as a single keystroke. Mode 2 supports Editor/Assembler editing keys. Mode 1 places the quote key in the unshifted key position for ease in programming.

Keyboards may be obtained with customized key layouts such as Dvorak or Multiplan. User installed options are also supported for a Load/Reset, Load Interrupt, and Grom Port Modifications.

Due to the short time I have had the keyboard, a full evaluation would be premature. However, it receives four star ratings for ease of installation and ease of use. Users will need to review the key assignments in each of the 4 setup modes. Overall, my impression is the keyboard is a highly desirable addition to any user's system and could be indispensable for those with heavy word-processing usage.

DOTS-PERFECT(tm)

Review by

ROGER N. HICKERSON

DOTS-PERFECT(tm) was introduced to the Bayou 99 Users Group and other Users Groups by promotional advertising literature from Dresselhaus Computer Products. EPSON printer owners were offered an upgrade kit which would add Near Letter Quality printing capability to their printers and allow the user to select NLQ and any of the other dip switch controlled options using the existing push buttons on the printer control panel. A special discount off the \$79.95 list price made the kit available to user group members with Models FX, JX, RX or MX EPSON printers for \$63.96.

Three weeks after placing my order (the DOTS-PERFECT was on backorder), I received a small package containing a small printed circuit board about 2 inches square with an EPROM chip and a short lead with a spring clamp plus an owner's manual and a menu decal to be placed on the printer.

Instructions for installation were given in the first pages of the owner's manual. The instructions were specific for the model printer I requested when I placed the order. The instructions told how the DOTS-PERFECT should be installed in easily understood steps with half-tone color photograph illustrations. Installation was simply a replacement of three existing EPROM's with the upgrade kit then installed in the empty socket where one of the EPSON EPROM's had been removed. The spring clip was then attached as shown by the directions completing the installation. No soldering was required and no part of the instructions was difficult to follow. Total time including double checking each step was less than 90 minutes.

Two internal dip switches were checked to assure both switches were set according to the settings listed in the Owner's Manual. The printer was reassembled and the self-test executed. Everything worked as expected and it was not necessary to go through the trouble shooting steps listed.

Four new features have now been added to my EPSON printer:

1. Near Letter Quality (NLQ) Print Mode
2. IBM Graphics Printer Emulation
3. Buffer Clear Command
4. Panel Button Font Selection

Selection of the NLQ mode is made by tapping the FF key while the printer is on-line. Draft quality mode is restored by tapping the LF key. Beeps sound to confirm these key presses. One more comment about NLQ mode print. It can be used with normal, emphasized, double-wide and italic print fonts. While printing in the NLQ mode, the text appears to have been printed with a daisy wheel.

To activate the menu, press the on-line and FF buttons at the same time. Two quick beeps will sound to confirm selections may be made from the menu. To choose from the menu the FF key is used to step through each function which is toggled on or off by pressing the LF key. It is possible to select

any combination from the 12 function menu. When menu selections have been completed, tap the on-line key and three quick beeps confirm your choices are set ready for use. The NLQ or the Draft quality mode may then be chosen for your printout.

Holding down the FF and on-line buttons until the printer stops printing returns to the menu mode. This feature permits print changes on a line-by-line basis.

Print functions may also be set with software commands from a running program. Software commands will override any of the preset selected from the DOTS-PERFECT Menu. This may cause a few problems unless the software commands are changed or omitted from the program. It is sometimes possible to run the program and stop the printer just before printing starts. If the software codes have been sent at the beginning of the program, the functions may be selected from the Menu between the time the codes are sent and when printing starts.

DOTS-PERFECT deserves a 4-Star rating in each of the following:

1. Documentation ****
2. Ease of Use ****
3. Quality of Performance ****
4. Value/Price Ratio ****

DOTS-PERFECT may be ordered from Dresselhaus Computer Products, 837 East Alostia Avenue, Glendora, CA - 91740 or by calling (800)-368-7737 OR in California (800)-831-9772. You will be asked for your User Group affiliation and the EPSON or TI printer model.

I fully recommend your purchase of this enhancement package for your printer.

TIPS FROM THE TIGERCUB

#39

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Tips from The Tigercub, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 58 original programs and files, just \$15 postpaid. Tips from the Tigercub Vol. 2, another diskfull, complete contents of Nos. 15 through 24, over 68 files and programs, also just \$15 postpaid.

*
* Tips from the Tigercub *
* Vol. 3 is now ready. *
* Another 62 programs, *
* routines, tips, tricks. *
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Tigercub Full Disk Collections, just \$12 postpaid! Each of these contains either 5 or 6 of my regular \$3 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - my own programs on these disks are greatly discounted from their usual price, and the public domain is a FREE bonus!

TIGERCUB'S BEST, PROGRAM-TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

For descriptions of these send a dollar for my catalog!

Answer to last month's challenge - for the longest possible one-liner, run the following "program to write a program" -

```
100 OPEN #1:"DSK1.LONG",VARIABLE 163,OUTPUT
110 FOR J=1 TO 79 :: M=M+C
HR$(149)&CHR$(138):: NEXT J
:: M=CHR$(254)&CHR$(254)&M
&CHR$(149)&CHR$(8):: PRINT #
1:M$ :: PRINT #1:CHR$(255)&C
HR$(255):: CLOSE #1
```

Then enter NEW, then MERGE DSK1.LONG, then LIST - over

34 lines long! But that one doesn't do anything, so try this -

```
100 OPEN #1:"DSK1.LONG",VARIABLE 163,OUTPUT
110 FOR J=1 TO 52 :: M=M+C
HR$(162)&"X"&CHR$(138):: NEX
T J :: M=CHR$(254)&CHR$(254
)&M&CHR$(162)&"X"&CHR$(8)::
PRINT #1:M$ :: PRINT #1:CHR
$(255)&CHR$(255):: CLOSE #1
Again enter NEW, and MERGE DSK1.LONG, then RUN. You'll get a message BREAKPOINT IN 32518 (don't ask me why! Can anyone tell me?) but just enter RUN again. Then LIST it - over 24 lines long!
```

Explanation? Programs are saved in token code similar to MERGE format code. The maximum length of a record is 163 bytes - which is why MERGE files are D/V 163. The token for RANDOMIZE is ASCII 149, for the double colon is 138. Repeating that 79 times takes only 158 bytes, plus one more RANDOMIZE, the two-byte tokenized line number and the mandatory ASCII 8 to end the record, totals 162.

Here's a spooky one for Halloween -

```
100 CALL CLEAR :: CALL MAGNIFY(4):: CALL SCREEN(2) ! The
Blob by Jim Peterson
110 CALL CHAR(96,RPT$("3C7E
FFFFFFFF7E3C",4)):: J=-1
120 FOR L=1 TO 28 :: CALL SP
RITE(@L,96,16,L*4+24,18,8,L+
8):: NEXT L
130 FOR L=1 TO 28 :: CALL MO
TION(@L,8,L*J):: NEXT L
140 J=J*-1 :: GOTO 130
```

Wes Johnston published an unusual sprite 2-liner in the Charleston Area 99ers newsletter. It is based on a CALL LOAD which freezes all sprite motion until they are turned loose by another CALL LOAD -

```
100 R=PI*2/28 :: CALL CLEAR
:: CALL SCREEN(2):: CALL INI
T :: CALL LOAD(-31886,96)::
FOR I=1 TO 28 :: CALL SPRITE
(@I,46,16,96,128,COS(1*I)*18
```

```
,SIN(1*I)*18):: NEXT I
110 CALL LOAD(-31886,8):: GO
TO 110
```

You might like to try adding my "jewels" to that -

```
100 FOR CH=33 TO 68 :: FOR A
=1 TO 4 :: X=INT(8*RND+1)::
T=SEG$(("18243C425A667EB1",X
*2-1,2):: A=A&T$ :: B=T&
B$ :: NEXT A :: CALL CHAR(CH
,A&B$):: A$,B$="" :: NEXT C
H
110 R=PI*2/28 :: CALL CLEAR
:: CALL SCREEN(2):: CALL INI
T :: CALL LOAD(-31886,96)::
FOR I=1 TO 28 :: CALL SPRITE
(@I,32+I,INT(14*RND+3),96,12
8,COS(1*I)*18,SIN(1*I)*18)::
NEXT I
120 CALL LOAD(-31886,8):: GO
TO 120
```

Also try CALL MAGNIFY(2)

And, here is a companion program to the TAKE AWAY in Tips #35 -

```
100 CALL CLEAR :: CALL TITLE
(5,"ADD & CARRY")!by Jim Pet
erson
110 DISPLAY AT(3,10):"COPYRI
GHT: TAB(10):"TIGERCUB SOFTW
ARE: TAB(10):"FOR FREE": TAB(
10):"DISTRIBUTION": TAB(11):"
SALE PROHIBITED"
120 CALL PEEK(-28672,80):: I
F A=8 THEN 160
130 DATA FINE,NO,GOOD,UMOH,R
IGHT,TRY AGAIN,YES,THAT IS N
OT RIGHT
140 FOR J=1 TO 4 :: READ RIG
HT$(J),WRONG$(J):: NEXT J
150 FOR D=1 TO 1000 :: NEXT
D :: CALL DELSPRITE(ALL)
160 CALL CLEAR :: CALL CHAR(
95,"FFFF"):: CALL MAGNIFY(2)
:: RANDOMIZE :: CALL SCREEN(
14):: FOR SET=5 TO 8 :: CALL
COLOR(SET,16,1):: NEXT SET
170 CALL CHAR(120,"E78842881
8887E8888E7884288899423CE7884
28899423C88E7884218883C4288"
)
180 CALL CHAR(124,"8E8884818
88788887888288888E81888")
190 DISPLAY AT(3,8):"ADD AND
CARRY" :: CALL CHAMELEON
200 CALL COLOR(14,2,2):: CAL
L HCHAR(4,4,143,2):: CALL HC
HAR(5,4,143,2):: CALL SPRITE
(825,120,11,25,25)
```

```

210 T=T+1 :: IF T=6 THEN T=0
:: GOTO 250
220 Z=INT(8*RND+2):: IF Z=22
THEN 220 ELSE Z=Z
230 Y=INT(7*RND):: IF Y=2 T
HEN 230 ELSE Y2=Y :: X=Z-Y
240 N=1 :: GOSUB 470 :: GOTO
210
250 T=T+1 :: IF T=11 THEN T=
0 :: GOTO 290
260 X=INT(10*RND):: IF X=X2
THEN 260 ELSE X2=X
270 Y=INT(10*RND):: IF Y=Y2
OR X+Y<10 THEN 260 ELSE Y2=Y
:: Z=X+Y
280 N=1 :: GOSUB 470 :: GOTO
250
290 T=T+1 :: IF T=11 THEN T=
0 :: GOTO 330
300 X=INT(90*RND+10):: IF X=
X2 THEN 300 ELSE X2=X
310 Y=INT(90*RND+10):: IF Y=
Y2 THEN 310 ELSE Y2=Y :: Z=X
+Y
320 N=2 :: GOSUB 470 :: GOTO
290
330 X=INT(900*RND+100):: IF
X=X2 THEN 330 ELSE X2=X
340 Y=INT(900*RND+100):: IF
Y=Y2 THEN 340 ELSE Y2=Y :: Z
=X+Y
350 N=3 :: GOSUB 470 :: GOTO
330
360 R=96 :: CC=96 :: FOR J=1
TO N :: CALL SPRITE(0J,40+A
(J),11,R,CC):: CC=CC+16 :: N
EXT J
370 R=116 :: CC=96 :: FOR J=
1 TO N :: CALL SPRITE(04+J,4
0+B(J),11,R,CC):: CC=CC+16 ::
NEXT J
380 CALL HCHAR(10,12,95,N*3)
:: CC=CC-16 :: CALL SPRITE(0
22,43,16,R,00):: RETURN
390 R=140 :: FOR J=LEN(STR0(
Z))TO 1 STEP -1 :: CALL SPRIT
E(020,63,11,R,CC)
400 CALL KEY(3,K,ST):: IF ST
<1 OR K<48 OR K>57 THEN CALL
PATTERN(020,32):: CALL PATT
ERN(020,63):: GOTO 400
410 CALL DELSPRITE(020):: CA
LL SPRITE(012+J,K,11,R,CC)
420 IF K=48<>C(J)THEN GOSUB
480 :: CALL DELSPRITE(012+J)
:: CALL SPRITE(020,63,11,R,C
C):: GOTO 400
430 IF A(J-W)+B(J-W)>9 THEN
CALL SPRITE(028,49,16,00,CC-
16)

```

```

440 CC=CC-16 :: NEXT J :: GO
SUB 510 :: RETURN
450 FOR J=1 TO LEN(STR0(X))
: :: A(J)=VAL(SEG0(STR0(X),J
,1)):: NEXT J :: FOR J=1 TO
LEN(STR0(Y)):: B(J)=VAL(SEG0
(STR0(Y),J,1)):: NEXT J
460 FOR J=1 TO LEN(STR0(Z))
: C(J)=VAL(SEG0(STR0(Z),J,1
)):: NEXT J :: W=LEN(STR0(Z))
-LEN(STR0(X)):: RETURN
470 GOSUB 450 :: GOSUB 360 ::
GOSUB 390 :: FOR D=1 TO 20
0 :: NEXT D :: CALL DELSPRIT
E(ALL):: DISPLAY AT(10,1)::
CALL CHAMELEON :: CALL SPRIT
E(025,120,11,25,25):: RETURN
480 DATA 123,124,125,123,124
,125,123,120
490 IF A0=0 THEN 500 :: CALL
SAY(WRONG0(INT(4*RND+1)))
500 RESTORE 480 :: FOR JJ=1
TO 0 :: READ P :: CALL PATTE
RN(025,P):: X=2^250 :: NEXT
JJ :: RETURN
510 DATA 121,122,121,122,121
,122
520 IF A0=0 THEN 530 :: CALL
SAY(RIGHT0(INT(4*RND+1)))
530 RESTORE 510 :: FOR JJ=1
TO 6 :: READ P :: CALL PATTE
RN(025,P):: X=2^250 :: NEXT
JJ :: RETURN
540 SUB CHAMELEON
550 M0="1000665AC3420B667E10
8100995AC3A5E7B1420D240B6600
01429924007E5AC3A53C241000FF
0B5AFF7EFF009910B100660010"
560 RANDOMIZE :: CALL CHAR(1
20,SEG0(M0,INT(43*RND+1))*2-1
,16):: X=INT(14*RND+3)
570 Y=INT(14*RND+3):: IF Y=X
THEN 570 :: CALL COLOR(13,X
,Y)
580 CALL HCHAR(1,2,120,30)::
CALL HCHAR(24,2,120,30):: C
ALL VCHAR(1,31,120,96):: SUB
END
590 SUB CHAMWIPE
600 T=T+1+(T-2)*2 :: ON T GO
TO 610,620
610 CALL VCHAR(1,3,120,760):
: GOTO 630
620 CALL HCHAR(1,1,120,760)
630 CALL CLEAR :: SUBEND
640 SUB TITLE(S,T0)
650 CALL SCREEN(S):: L=LEN(IT
0):: CALL MAGNIFY(2)
660 FOR J=1 TO L :: CALL SPR
ITE(0J,ASC(SEG0(T0,J,1)),J+1

```

```

-(J+1=5)+(J+1=5+13)+(J+14)=1
3,J=(170/L),10+J=(200/L)::
NEXT J
670 SUBEND

A mathematical curiosity -
100 !MAGIC NINES by Jim Pete
rson
110 CALL CLEAR
120 INPUT "TYPE ANY 3-DIGIT
NUMBER OF 3 DIFFERENT DIGITS
":N :: IF N<>INT(N)OR N>999
OR N<0 THEN 120
130 N0=STR0(N):: IF N<100 TH
EN N0="0"N0
140 IF SEG0(N0,1,1)=SEG0(N0,
2,1)OR SEG0(N0,1,1)=SEG0(N0,
3,1)OR SEG0(N0,2,1)=SEG0(N0,
3,1)THEN PRINT ">>>THREE DIF
FERENT DIGITS<<," :: GOTO 12
0
150 PRINT :: N20="" :: FOR J
=1 TO 3 :: N20=SEG0(N0,J,1)&
N20 :: NEXT J :: N2=VAL(N20)
:: D=ABS(N-N2)
160 PRINT N0;" BACKWARDS IS
";N20:
170 N3=ABS(N-N2):: N30=STR0(
N3):: IF N3<100 THEN N30="0"
&N30
180 IF N>N2 THEN PRINT N0;"
MINUS ";N20;" EQUALS ";N30:
ELSE PRINT N20;" MINUS ";N0
;" EQUALS ";N30:
190 FOR J=1 TO 3 :: N40=SEG0
(N30,J,1)&N40 :: NEXT J
200 PRINT N30;" BACKWARDS IS
";N40;" N30;" PLUS ";N40;"
IS 1009": "I KNOW THAT WOU
LD BE THE": "ANSWER!": "LIS
T THE PROGRAM AND SEE!"
210 !!!!!!!!!!!!!!!!!!!!!!!
220 ! THE ANSWER WILL BE !
230 ! 1009 !
240 !!!!!!!!!!!!!!!!!!!!!!!

100 DISPLAY AT(0,10)ERASE AL
L:"SHENANDOAH": : : :
: : : : "programmed by
Jim Peterson"
110 FOR D=1 TO 1000 :: NEXT
D :: CALL CLEAR :: DIM S(24)
:: RANDOMIZE :: M0="4210005A
007E9901005A240BC31024243C5A
7EA56610003C0066003CA542107E
5AC324425A10A51066010001107E
423C000BC3" :: R=1
120 FOR CH=40 TO 136 STEP 0
130 CALL CHAR(CH,SEG0(M0,INT

```

```

(43*RND+1)*2-1,16):: CALL W
CHAR(R,1,CH,64):: R=R+2*ABS(
R<23)
140 NEXT CH :: R=0 :: FOR SE
T=2 TO 14 :: X=INT(14*RND+2)
150 Y=INT(14*RND+2):: IF Y=X
THEN 150
160 CALL COLOR(SET,X,Y)
170 NEXT SET :: CALL CLEAR :
CALL COLOR(1,5,5):: CALL V
CHAR(1,29,1,192):: CALL SCRE
EN(16):: F=262 :: FOR N=0 TO
23 :: S(N)=INT(F#1.05946309
4^N):: CALL SOUND(-999,S(N),
0)
180 NEXT N
190 DATA 2,1,1,1,6,1,1,1,6,2
,6,1,1,1,6,1,8,8,1,10,10,1,1
1,11,1,15,6,3,13,6,2,13,11
200 DATA 1,10,10,1,17,17,4,1
5,11,1,11,15,1,13,13,1,15,11
,1,13,13,1,10,10,3,13,10
210 DATA 2,13,13,2,13,10,1,1
5,10,1,10,15,2,15,15,1,13,10
,1,10,10,1,13,13,1,10,10
220 DATA 1,8,3,3,6,3,2,6,6,2
,8,0,4,10,1,1,10,6,1,6,4,1,1
0,10,1,15,15
230 DATA 2,13,1,2,13,5,2,13,
10
240 DATA 1,6,6,1,8,8,6,10,6,
2,3,3,2,0,5,1,8,1,3,6,1,7,6,
1
250 A=1 :: B=1 :: E=5
260 FOR J=1 TO 144 STEP 3 ::
CALL HCHAR(A,E,32,T*4):: CA
LL HCHAR(A+1,E,32,T*4):: CAL
L HCHAR(B,E,32,T*4):: CALL H
CHAR(B+1,E,32,T*4):: READ T,
A,B :: E=E-1:T=T+2
270 CALL HCHAR(A,E,32+INT((A
+1)/2)*0,T*4):: CALL HCHAR(A
+1,E,32+INT((A+1)/2)*0,T*4)::
CALL HCHAR(B,E,32+INT((B+1
)/2)*0,T*4)
280 CALL HCHAR(B+1,E,32+INT(
(B+1)/2)*0,T*4):: FOR D=1 TO
T :: CALL SOUND(-999,S(A),0
,S(B),7)
290 NEXT D
300 NEXT J :: LL=0 :: FOR SE
T=2 TO 14 :: X=INT(15*RND+2)
310 Y=INT(15*RND+2):: IF Y=X
THEN 310
320 CALL COLOR(SET,X,Y):: CA
LL SOUND(-999,S(6),LL,S(1),L
L):: LL=LL+2
330 NEXT SET :: RESTORE :: 6
OTO 260
>>>>>>>MEMORY FULL<<<<<<<<<

```

THE NEW TEXAS COMPUTER CRIME LAW

In response to the increasing problem of misuse of computing resources, the 69th Legislature of the State of Texas added computer crimes to those offenses covered by the Penal code. The Legislature amended "Section 1, Title 7, Penal Code" by adding Chapter 33, which specifically addresses Computer Crimes. This act became effective September 1, 1985. Many states have similar laws and a federal computer crime bill is in the legislature. Under the new Texas Act, it is a crime to:

1. Use the computer without proper authorization.
2. Gain access to data stored on the system without proper authorization.
3. Intentionally or knowingly give out passwords or other confidential information concerning the computer security system without proper authorization.
4. Intentionally or knowingly interfere with the proper operation of the system or alter or destroy data without proper authorization.

An offense under this new Computer Crime law would constitute:

1. A Class B misdemeanor if the conduct did not cause any loss or damage, or if the value of the loss or damage caused by the conduct is less than \$200.
2. A Class A misdemeanor if the value of the loss or damage caused by the conduct is \$200 or more but less than \$2,500; or
3. A felony of the third degree if the value of the loss or damage caused by the conduct is \$2,500 or more.

Under this law, a computer is defined as an electronics device that performs various functions by manipulation of electrical impulses.

The above was reprinted from the TIOLR computer system of Texas Instruments, Inc., and is reprinted here for your benefit. All of the first crimes can happen on this, or any other, BBS and you should better be aware of the consequences. The most probable crime that may be committed is to give out your password to someone else to use. This falls under Act no. 3. Acts 1 or 2 will be used by those persons who log on under a false name or other false information. Act no. 4 will most probably (and definitely) be used to prosecute those hackers who attempt to, or somehow manage to, break into this system. Accidents may happen that cause errors, but to those that intentionally break the above laws, WATCH OUT!!! WE WILL GET YOU!!!

Normal people do not get satisfaction by causing problems for others, so only ABNORMAL persons (read HACKERS) do this.

If you hack, stop it. If you don't hack, then you are welcome on this, and any other, BBS in town.

Richard A. Fleetwood

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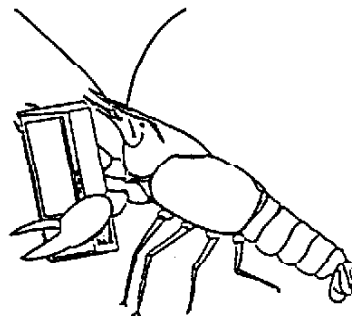
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