

VOLUME NO. 6 ISSUE 2

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

BAYOU BYTE



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MEETING NOTICE

THE NEXT MEETING OF THE BAYOU 99 USER GROUP IS MARCH 17 7P.M. This is the 3rd Tuesday. We'll be continuing with the tutorials on T.I. Writer. The use of format commands and edit commands will be covered. If you are having any problem with your word processing or any question regarding the same, bring them with you! So far there has not been enough interest on another tutorial on I.I. BASIC, so if you're interested or know of someone that is be sure to speak up so we can get it organized and going! As you know, we've gotten some new members that have "recycled" 99/4A's and are just starting out. Come out and help them just as you have gotten helped. Be sure to attend and learn what's new on the 99/4A scene. (Directions to the meeting location on back of newsletter.)

Last month's WINNER of the DOOR PRIZE (The book - Professional Programming Techniques Starting with the Basics) was L.M. Lowery. Don't miss out on a Door Prize, be at the next meeting!

RAFFLE WINNER ANNOUNCED!

John Parkins
2215 Bayfield Drive
Columbus, OH 43229

CONGRADULATIONS to Mr. John Parkins of Columbus, Ohio! You are the winner of the Foundation Z-80 Card and software! In addition, you have the chance to purchase a book that should be quite useful with the Z-80 card. It is one of the books we received from Charles Foster titled "101 Projects for the Z-80" by Iedeschi and Colon. Rather than use it as a door prize for our user group, we wanted to offer it to you to go with the Z-80 card.

Again CONGRADULATIONS on being our raffle winner and THANK YOU for participating in our raffle.

TECHNOSPEAK

By Earl Raguse

(From the Feb.'88 ROM Newsletter)

Some people, especially government employees and computer programmers, speak in a language which is a bit strange to the mediocre mind, like mine. The following are some "tongue in cheek" examples. See if you can decipher them. They are often heard sayings or technospeakingly "Ancient adages impinging on ones otological appuratus with intermittent regularity". Well, you get the idea! (If you can't figure these out, look in the next newsletter for the list of answers.)

1. Avian species of identical plumage congregate.
2. Freedom from encrustations of noxious substances is contiguous to conformity with devine prescription.
3. Pulcritude possesses solely cutaneous profundity.
4. A superannuated canine is immune to indoctrination in innovative maneuvers.
5. Ululate not, over precipitated lacteal secretion.
6. All that coruscates with resplendence will not assay auriferous.
7. The existence of visible vapors from ignited carbonaceous materials confirms conflagration.
8. Mendicants are interdicted from elective recipiency.
9. Probity gratifies reflexively.
10. Male cadavers are unyielding of fallacious testimony.
11. Inhabitants of vitreous edifaces ill-advisedly catapult petreous projectiles.
12. Ergonomia exclusive of diversion renders John a hebetudinous progeny.
13. He who cachinates ultimately, cachinates optimally.
14. Abstenation from speculatory undertaking precludes attainment.
15. Missles of ligneous and nonmetallic mineral consistency have potential for fracturing my osseous structure, but malicious appellations are eternally innocous.

EZ-KEYS

by t.h.vacha - TI-CHIPS - Cleveland, OH

This is a program which helps you write programs and helps you while other programs are running. By itself, it doesn't do much of anything. It's a utility program. But its QUITE a utility as you'll pickup from the description.

Suppose you are writing an extended basic program, or just trying to fix one up. First load in EZ-Keys. Now load in the program you are trying to edit. Here are some new things you can do.

CTRL 3 now erases all characters to the right of the cursor.

FCTN 9 erases all characters to the left of the cursor

CTRL 6 cursor jumps to start of the line

CTRL 7 cursor jumps to the end of the line

CTRL E move straight up the screen one line

CTRL X move straight down the screen one line

CTRL 4 call clear (clears the screen)

CTRL = prints a disk catalog to the screen

CTRL S move the cursor to the left

CTRL F move the cursor to the right

FUNC 0 deletes a character and moves the cursor one character to the right

CTRL R runs a program if you just type the name-- type LOAD and it does: RUN "DSK1.LOAD"

FCTN 5 call the EZ-Keys Editor to define your own keys

I think I got all of them. But this program also:

---allows you to move the cursor all the way to the left so that you can edit the line number!

---write a program line that has 23 screen lines! (sometimes the TI doesn't like that one)

---just one control or function key can be designed as a whole program like CTRL R above!

---one key can run another key or even itself. you define the keys as you wish!

---EZ-Keys will automatically save the program you are designing every minute or so first to DSK1.BACKUP1 then to DSK1.BACKUP2 and then BACKUP1 etc. It will do this every 1 to 18 minutes, however you define it--or not do it at all. You can change default drives.

So you can see that the above is all quite useful to have when you are trying to build an XBASIC program. Imagine running a second small program without disturbing the one you are working on.

EVEN MORE! You can design your own function and control keys to work in any extended basic program you already own! Suppose you have a program which asks you 5 questions that you always answer the same. Just define one control key to answer all five questions for you! Immediately a previously tedious program in your file becomes easy.

OTHER SMALL PROGRAMS are on the EZ-Keys disk. They include LISTMACRO which gives you a print dump of your customized EZ-Keys version; POKER which will put a D/VBO disk file onto one of your keys (could be a PROGRAM more than one screen long); CURSOR allows you to redefine your cursor as a way to keep track of which of your custom versions of EZ-Keys that you are in; EZLOADER which allows you to attach EZ-KEYS to an extended basic program with assembly programs in it.

Also in the program are a few "CALL LINK"s:

CALL LINK("EZKEYS") turns on EZ-KEYS and gives a status report.

CALL LINK("OFF") turns off EZ-KEYS

CALL LINK("AUTO",number) turns on and off the autosave routine

CALL LINK("COLORS",fore.,back.,editor fore,editor back.,special char. fore, special char. back) (excuse my shorthand)

CALL LINK("RCOLOR", foreground, background) sets all characters to the same color--used while a program is running

CALL LINK("HILITE") emphasizes numbers and arithmetic operators--makes it easy to tell a zero from the letter 0 and the one from the lower case L.

I predict that this program will catch on like TI-ARTIST did when it came out. EZ-Keys comes as a great program and grows with your own imagination!

THERE ARE DRAWBACKS however, mainly that you can't use this with assembly programs. Even though programs can be loaded from XBASIC, like Fast-Term and MAXRLE, these are assembly programs and control the CPU, keeping EZ-KEYS out. This is straight from Jim Horn on CompuServe (who kindly answered my questions), who wrote the EZ-KEYS manual.

For myself, I bought the program and would do so again.

ASGARD SOFTWARE, P.O. Box 10306,
Rockville, MD 20850, Ph 1-301-559-2429.

2/88 WINDY CITY 99 CLUB

GRAMULATOR DESIGNED

frca JAN '88 MICROpendium

THE GRAMULATOR, DESCRIBED AS A DIRECT EQUIVALENT FOR THE OUT-OF-PRODUCTION GRAM Kracker BY MG, HAS BEEN DESIGNED BY MARK VAN COFFENOLE OF HAVERHILL, MASS.

A WIRE-WRAPPED PROTOTYPE HAS BEEN DEMONSTRATED TO MASSACHUSETTS USERS GROUPS.

VAN COFFENOLE HAS NOT BUILT PRODUCTIONS MODELS YET. HE SAYS TO GO FROM PROTOTYPE TO A PRODUCTION MODEL WOULD REQUIRE AN INVESTMENT OF ABOUT \$1,000. HE IS INTERESTED IN HEARING FROM USERS WHO WOULD CONSIDER PURCHASING THE PRODUCT OR WHO HAVE QUESTIONS ABOUT IT.

FEATURES LISTED FOR THE GRAMULATOR ARE:

- SIMULATES 64K OF GRAM AND 16K OF RAM (in two 8K banks at >6000->7FFF).
- GIVES ABILITY TO BACKUP GROM AND ROM CARTRIDGES TO DISK. ALL TI, ATARISOFT AND PARKER BROTHERS CARTRIDGES CAN BE BACKED UP (does not work with MBX).
- ACTS AS A "SUPER SPACE CARTRIDGE ALLOWING THE USER TO RUN PROGRAMS REQUIRING RAM AT >6000->7FFF (including Myarc's XBII).
- ALLOWS THE USER TO USE A CUSTOMIZED' GROM 0, 1 OR 2 WHILE A CARTRIDGE IS IN THE SLOT. ONE APPLICATION IS THAT THE USER CAN USE HIS OWN CHARACTER SET WITH A CARTRIDGE LIKE TI-WRITER.
- CAN LOAD USER-WRITTEN GPL CODE.
- HAS 80K MEMORY WITH LITHIUM BATTERY BACKUP.
- ACCORDING TO VAN COFFENOLE, THE SOFTWARE NEEDED TO LOAD AND SAVE GRAM AND GROM WILL BE BUILT IN FOR INSTANT ACCESS. A MEMORY EDITOR, WHICH WILL BE SUPPLIED ON DISK, WILL ALLOW THE EDITOR TO ALTER AND SAVE ANY PROGRAM LOADED INTO THE BUILT-IN GRAM OR RAM. USER DOCUMENTATION AND TECHNICAL INFORMATION WILL BE INCLUDED.
- MEMORY EXPANSION AND A DISK DRIVE ARE REQUIRED TO TAKE FULL ADVANTAGE OF THE GRAMULATOR, HE SAYS.

FOR FURTHER INFORMATION OR TO EXPRESS INTEREST IN PURCHASING THE GRAMULATOR, CONTACT MARK VAN COFFENOLE, 52 AUDOBON RD., HAVERHILL MASS. 01830 OR (617) 372-0336.

I FOR ONE AM VERY INTERESTED IN THE GRAMULATOR. AFTERALL THE GRAM Kracker WAS AN EXCELLENT PIECE OF GOODS. WE HAVE TWO MEMBERS IN OUR CLUB THAT OWN THE GRAM Kracker AND I ASK THEM BY THIS LETTER IF THEY THINK THE GRAMULATOR IS THE SAME OR BETTER THAN THE GRAM Kracker. IF THE GRAMULATOR IS THE SAME I WILL PASS OUT A SIGN UP SHEET AT THE MEETING FOR ALL OF YOU WHO MAY BE INTERESTED. I WILL THEN SEND ONE LETTER (or maybe a phone call) TO MARK.

JIM DEARDS AND BILL ECHOLS BE PREPARED TO TELL US WHAT YOU THINK!!!!

PICASSO PUBLISHER

a Review

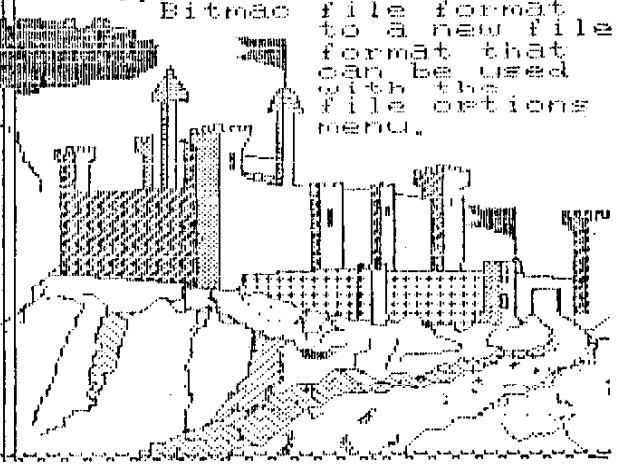
Requirements: XB, EA or MM.
32k mem., Disk drive, Joyst.
Epson compatible printer.

PICASSO PUBLISHER USES THE
SAME KEYBOARD INITIATIONS AND DRAWING
ALMOST EXACTLY THE SAME AS P.N.I.
WITHOUT COLOR, BUT WITH SOME
ORIGINAL ADDED FEATURES.

FILES CREATED ON TI-WRITER AND
GRAPHICS FROM THE ARTIST AND CONT-
CONTAINS FROM GRAPHIC CAN BE IN-
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ANY OF THE OTHER
FEATURES INCLUDED ARE:

- 1. Program that allows you
to print files from disk
directly to printer.
2. Link XB and Picasso
fonts.
3. Use screens created in
XB with Picasso program.
4. A utility to change
Bitmac file format
to a new file
format that
can be used
with the
file options
menu.



THIS PROGRAM IS CONSIDERED FAIR
VALUE BY THE AUTHOR WHO WANTS
\$20. FOR IT.

THE JOYSTICK I USED ON THE 9640
GAVE THE +/KEYS. IT DID NOT RESPOND
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This program is in
our library on one disk
with the utilities des-
cribed in this review.

The print style and
and graphics are shown
on the screen exactly
as they will be printed.

A major drawback to
this program (one
that makes it unusable
for me) is the lack
of double-densities
printing support.

I tried to put my printer
into double-strike mode
but it was defeated after
this program was loaded.

I hope that this review
will reproduce lesibly
in the newsletter.

Rose J. Sass

FROM THE TIERS DC 2/88

PICASSO PUBLISHER
By
Art Heino
35/8 Guernsey Ave.
MINTO, 2566
N.S.W. AUSTRALIA

9/87 FRONT RANGER

Nuvo's Newsbytes

By

Joe Nuvalini

(303) 596-6938

Steve Patterson, of New Horizons, praises a disk he bought from Tenex for \$6.00 called "TI SINGS". It comes with six neat songs and a program, with DOCs, to create the songs. Sounds like a nice package. Here's another item from Steve that I quickly put to use. He got it from a Genial Traveler program on Barry's diskazine. If you load 255,0,255,0 into address -31952 with an XB program in memory and try to list your program, you will get the "warning no program present" message. To further explain. Load an XB program into your console and ENTER CALL PEEK(-31952,A,B,C,D); PRINT A;B;C;D. Note the values of A,B,C, and D. Now ENTER CALL LOAD(-31952,255,0,255,0). If you try to list the program you will get the no program message. Now if you enter CALL LOAD(-31952,A,B,C,D), inserting the values you noted for A,B,C, and D and list the program, you will find it is back. You can go FCIN QUIT, ENTER NEW or BYE, or hit the widget reset button then reload the A,B,C,D values and get the program back. The only way you can truly get rid of the program is to load another program or turn off the system. How did I use it? Well, I'm using JJ's MENU program and wanted a fast way to access XB without selecting option C and having the system try to access drive one. I wrote a one liner 100 CALL INIT :: CALL LOAD(-31952,250,0,250,0), saved it to my ramdisk, and put it as option 9 on the menu as Extended Basic. When selected, it runs the one liner which clears the memory and I am ready to program without entering NEW. Steve goes on to say that you can also delete lines from the end or beginning of your program in a similar manner. Again you must get the A,B,C,D numbers after loading the program. To delete lines at the end, count the number of lines you want to delete and multiply it by four. Add this number to B and enter it in the CALL LOAD as B. If the number exceeds 255 then add one to A and make B equal to the amount by which the number exceeds 255. Then ENTER CALL LOAD(-31952,A,B). To delete lines at the beginning of a program, use a similar procedure. Again note the A,B,C,D values. Count the number of lines you want to delete, multiply it by four, input this number minus D into the CALL LOAD as D. If the number is below zero then subtract one from C, and D becomes 255 minus the amount under zero. Then ENTER CALL LOAD(-31950,C,D). This CALL LOAD is capable of deleting as many lines as are present in memory.

The following BASIC programming tips came from Rick Kellog, MICRO newsletter, Bloomington, IL via Decatur's BYTE-LINE, February 1987.

SOUNDS:

BEEP
HONK

CALL SOUND(150,1390,2)
CALL SOUND(70,218,1)

SPECIAL SCREEN CHARACTER CODES:

Slashed zero	CALL CHAR(48,"0038444C54644438")
Right Arrow	CALL CHAR(??,"000804027F020408")
Left Arrow	CALL CHAR(??,"00102040FE402010")
Up Arrow	CALL CHAR(??,"081c2#4908080800")
Down Arrow	CALL CHAR(??,"00080808492ALC08")
Solid Line	CALL CHAR(??,"00FF")
Copyright Symbol	CALL CHAR(??,"003E415D515D413E")
PI Symbol	CALL CHAR(??,"0000FE2828282828")
Cent Sign	CALL CHAR(??,"00083C4848483C08")
Checkmark	CALL CHAR(??,"0002020404482810")

Note: For the above CALL CHAR's with ?? instead of a character number, you can add any number you are not using in your program.