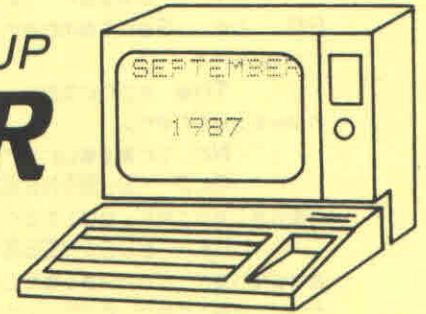


CEDAR VALLEY 99'ER USER GROUP

NEWSLETTER



CEDAR RAPIDS/MARION, IOWA

OFFICERS

PRESIDENT:

Jeffy Canady
661 1/2 Kent Dr. NE
Cedar Rapids Iowa 52402
(319) 377-9382 (Home) or
(319) 395-2494 (Office)

VICE PRESIDENT:

Bruce Winter
702 Fernwood Dr. NE
Cedar Rapids, Iowa 52402
(319) 393-0610

SECRETARY:

Bill Paeth
923 Owen St. NW
Cedar Rapids, Iowa 52405
(319) 396-6470

TREASURER:

Jim Harrington
4420 Tama St. #15
Marion, Iowa 52302
(319) 377-1865

COMMITTEES

PROGRAM:

Ed Edwards
102 N. Davis St.
Anamosa, Iowa 52205

PUBLICITY:

Paul Mortensen
3179 Country Park Dr.
Toddville, Iowa 52341
393-6022

EDUCATION:

John Johnson
398 Forest Dr. SE
Cedar Rapids, Iowa 52403
366-4541

EDITOR:

Jim Green
288 Windsor Dr. NE
Cedar Rapids, Iowa 52402
377-4073 (Home) or
395-1898 (Office)

NEWSLETTER TOPICS

1. Future Meeting Dates
2. Next Meeting Notes
3. Minutes From September Meeting
4. From the Mailbox
5. Library Corner
6. Tips from the Tigercub #44
7. Welcome New Members!
8. Single Disk Utilities Method
9. Special Modem Offer

FUTURE MEETING DATES

Please mark the following dates on your calendar for future meetings:
OCTOBER 13, NOVEMBER 10, DECEMBER 8.

*****NEXT MEETING*****

Tuesday, October 13, 7:00 PM at the JA building, 330 Collins Rd. NE. Again, note the change in meeting day! Jerry Canady will demo some new software, and John Johnson will continue his class of assembly language. Be prepared to cover Chapters 2 and 3 in the text.

MINUTES FROM THE SEPTEMBER MEETING

The Cedar Valley 99er User Group meeting was called to order at 7:12 PM on September 8, 1987 by President Jerry Canady. Eleven members were present.

The minutes of the August meeting were approved as printed in the newsletter.

No treasurer's report was given, as we had no treasurer.

OLD BUSINESS--Printer's Apprentice has been ordered for use by the newsletter editor, but it has not yet arrived.

NEW BUSINESS--A suggestion from the floor, prompted by a request in another newsletter we received, was made to consider changing paper color for better copying ability. Editor Jim Green replied that we might change to pink if available, but could not use white as requested, due to our printer's consideration.

OPEN DISCUSSION--Jim Green would like to see more input from the members for our newsletter!

A letter from Sister Pat Taylor included the message that she has an RS-232 standalone to sell or trade.

Discussion on availability of a cassette based word processor program. Several were mentioned.

Gary Bishop announced that Tony Mays is now out of the software business. Tony donated to the club his printer interface box for his unique system, as he demonstrated at a previous meeting.

Question from the floor: "What is the correct battery to use in the Minimemory cartridge?" Answer: Use a 3-volt lithium battery with welded leads. It should be available from Radio Shack. Gary can get the number for anyone who needs one.

Question: "Could I use the Commodore printer now on sale at Target for my system?" Answer: Don't use it. The TI works best with the parallel output while the Commodore uses series input and is slow.

Gary announced he has received a copy of the hardware manual for the TI, written by Michael Bunvard. It will be available as a part of the lending library.

Business meeting was adjourned. The demonstration for the evening was by Ed Edwards of the Myarc Extended Basic II. Due to John Johnson's absence, a short question and answer session was held on Assembly. Next month we will cover Chapter 3 and answer further questions on Chapter 2.

Submitted by Bill Faeth, Secretary

* * * WELCOME NEW MEMBERS! * * *

We welcome the following new members to our group. We hope that you will attend our meeting on October 13 and enrich our club with your computer knowledge and experiences!

Edward Barud, Dubuque
Orlo Eimen, Marion
Kenneth Steelman, Cedar Rapids
Ken Shirley Ehlinger, Zwingle

And speaking of club membership, let's not forget that the November meeting is renewal night! Everyone's membership needs to be renewed on November 10, so plan to attend the meeting; a special program is planned!

* * * FROM THE MAILBOX * * *

A tutorial on writing Basic programs; creating TI Artist fonts using the TI Writer editor; assembling the fonts. (Cin-Day User Group, July 1987)

Integrating machine code into Forth; improving the CHARAI file to highlight control characters; a program to create quilting squares; reviews of Junkman Junior, Bubble Plane, and the Avatix 1200 modem. (MICROpendium, July 1987)

A review of SPAD XIII (flight simulator program), a label printer program written in "C". (Cin-Day User Group, August 1987)

A new owner's view of the Myarc 9640; Interfacing the 9640 to the Amiga 1080 monitor; a summary on one page of most of the TI Writer commands. (The SNUGLETter, August 1987)

A two-page parts and pricelist of TI grom module parts; an Assembly tutorial that writes a PAB for file mgmt.; a tutorial on "C"; an explanation of programming speech with the TEII cartridge (using allophones, slope, pitch, etc.); a review of LGMA 99 FORTRAN package; a review of the TI 99/ family of computers that were never born; a program and article on how to use the Mail List option of TI Writer. (Forest Lane User Group, August 1987)

A new program is announced by Kenneth Hayden called BOWLING LEAGUE MANAGER. The flyer claims that the program will keep track of up to 30 teams, 7 players per team, with accounting routines, mail label printing, etc. Price is \$32.95, with volume discount available.

Part 12 of a TI Writer tutorial; number 13 on Getting the Most from your Cassette System; a possible fix to make the CorComp RS232 perform more reliably; a review of HOME CONTROL 99 software for the X-10 Powerhouse. (West Penn 99'ers, August 1987)

A program in "C" showing how that language can be used to do graphics; a program for beginners to illustrate use of SEG\$ to replicate XB's DISPLAY AT. (San Diego TI SIG, August 1987)

Multiplan used as a data base; a Basic program that simulates CAR WARS. (Edmonton 99'ers, June-July-August, 1987)

HOME CONTROL 99 software used to interface the TI with the X-10 Powerhouse control module, from Lake (formerly Eagle) Software, \$11.00.

Setting printer commands with short programs; a review of the X-10 Powerhouse; hardware compatibility with the 9640; a review of the Triton Turbo XT; a review of "Super Extended Basic"; "Understanding the Modem"; a review of 99 Fortran. (LA 99ers, August 1987)

TIC-TAC-TOE program for use with a light pen, also a schematic for the light pen construction; Getting the Most from your Cassette System #14; 3 more pages of vendors of TI related items; pin out diagrams for Smith-Corona and Okidata printers. (West Penn 99'ers, Sept. 1987)

New flyer from Microcomputers Corporation, New York, contains some TI software and hardware items, also calculators, cables, other computer related products.

Computer products, disks, cases, ribbons, cables, IBM peripherals, nothing TI specific, from Unitech, Cambridge, MA.

A review of the 9640 and its new commands; a CALL LOAD for a permanent screen color change; telecommunicating with TI Writer; an explanation of CRT monitor types. (The Suncoast Beeper, August, 1987)

A long tutorial on disk controllers (TI, Myarc, CorComp) and how they differ. (Byte-Line, Decatur, IL, September, 1987)

A review of MENU V 6.0, an operating system for the New Horizon Ramdisk; a Back to Basic tutorial; another review of Home Control 99 program. (Cleveland Area TI User Group, September, 1987)

Tutorials on Assembly and "C"; a review of Compiler V1.1, a Basic compiler; a guide to the p-System. (Forest Lane TI User Group, September, 1987)

* * * Single Disk Utilities Method * * *

Having recently mentally debated between buying a second disk drive or a 256K memory to use as a ramdisk, I have found a substitute method that I like so well I want to kick myself for not having thought of it sooner. The Editor Assembler manual suggests you make a copy of E/A disk #1 and then put your programs on that disk. Great Idea? Not so great. Look at the E/A disk on a catalogue file and you will find you have one sector free! A very small place to put maybe two source files and an object file. This would seem to work only on a double sided drive or better. But wait. Read the debugger section of the E/A manual and you will learn that the files DEBUG A,B,C,D,E, and S are source files which you don't need. Get rid of them and you now have 232 sectors free.

The TI Writer disk has FORMATDOC, PRACTICE, and PRACTICE1 that can be removed and leave 271 sectors free. You now have E/A and TI Writer Utility disks that you can use that involve no swapping of disks to use them.

The longer I use them the more I like the benefits of these disks. I have not tried making a disk copier utility disk yet but I plan to make several to be used when I want to copy a disk in a hurry.

John Johnson

TIPS FROM THE TIGERCUB

#44

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just \$2.00 each, plus \$1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$10 postpaid. Each of these contains either 5 or 6 of my regular \$2 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 - they are a free bonus!

TIGERCUB'S BEST, PROGRAMMING 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, KALEIDOSCOPIES AND DISPLAYS

NUTS & BOLTS (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. Reduced to \$15.00 postpaid.

NUTS & BOLTS NO. 2, another full disk of 108 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also \$15 postpaid.

NUTS & BOLTS #3 is now #
ready, another full disk #
of 140 new merge-format #
utility subprograms, all #
compatible with the pre- #
vious. With 11 pages of #
documentation, \$15 ppd. #

TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to \$10 ppd.

TIPS FROM THE TIGERCUB VOL. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files and programs, also just \$10

TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, \$10 postpaid.

TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also \$10 postpaid.

Thanks to Steve Chapman and Bill Wallbank of Stone & Webster Engineering Corp. TIUG for this one. If V=21 you are in Extended Basic, otherwise you are in Basic. I am not sure it will work with all consoles and modules. -

100 RANDOMIZE (0)

110 V=INT(RND*100)

How can you input a blank (CHR\$(32)) with ACCEPT AT? As far as I know, you can't. With LINPUT, just hit the space bar, and with INPUT, type " ". But with ACCEPT AT the space bar gives a null string and " " gives " ". However, you can code around it -

```
X$=CHR$(34)&CHR$(32)&CHR$(32)
):: ACCEPT AT(1,1):T$ :: IF
T$=X$ THEN T$=CHR$(32)
```

And, to clear up the puzzling behavior of the "quote marks" -

```
100 CALL CHARPAT(34,CH$):: C
ALL CHAR(35,CH$)!written by
Jim Peterson
```

```
110 DISPLAY AT(1,7)ERASE ALL
:"THE # PUZZLE": "You can't
enter PRINT # or PRINT ### -
the computer demands an
even number of #."
```

```
120 DISPLAY AT(5,1):"1 PRINT
## !prints a null string (n
othing)": "2 PRINT ### !print
s #"
```

```
130 DISPLAY AT(8,1):"3 PRINT
### !prints #": "4 PRINT ##
### !crashes as STRING-NUM
BER MISMATCH"
```

```
140 DISPLAY AT(11,1):"5 PRIN
T #### !crashes as SYNTAX
ERROR"
```

```
150 DISPLAY AT(13,1):"6 PRIN
T ##### !prints ##": "7 PRIN
T ##### !prints ###": "8 PR
INT ##### !print ###"
```

```
160 DISPLAY AT(16,1):"9 PRIN
T ##### !prints ####": "10
PRINT ##### !crashes as
STRING-NUMBER MISMATCH"
```

```
170 DISPLAY AT(19,1):"11 PRI
NT ##### !crashes as SY
NTAX ERROR": "12 PRINT #####
### !####"
```

```
180 DISPLAY AT(22,1):"13 PRI
NT ##### !####": "14 P
RINT ##### !####"
```

```
190 DISPLAY AT(24,1):"TRY IT
! LINE NO.(1-14)?" :: ACCEPT
AT(24,25)VALIDATE(DIGIT)SIZ
E(2)BEEP:LN :: IF LN<1 OR LN
>14 THEN 190
```

200 CALL CLEAR :: ON LN GOSU

B 230,240,250,260,280,290,300,310,320,330,340,350,360,370

210 PRINT ::;::"Press any ke y"

```
220 CALL KEY(0,K,S):: IF S=0
THEN 220 ELSE 110
```

```
230 PRINT "" :: RETURN
```

```
240 PRINT "*" :: RETURN
```

```
250 PRINT "" :: RETURN
```

```
260 PRINT "###" !crashes as
STRING-NUMBER MISMATCH - the
# is misinterpreted as a mu
ltiplier!Same with +,-,/
```

```
270 !with anything else, inc
luding numerals, crashes as
SYNTAX ERROR - but inserts a
space before the character!
```

```
280 PRINT "###" :: !crashes
```

```
290 PRINT "" :: RETURN
```

```
300 PRINT "###" :: RETURN
```

```
310 PRINT "###" :: RETURN
```

```
320 PRINT "" :: RETURN
```

```
330 PRINT "###" !crash
```

```
340 PRINT "###" !crash
```

```
350 PRINT "" :: RETU
RN
```

```
360 PRINT "###" :: RET
URN
```

```
370 PRINT "###" :: RE
TURN
```

The method of closing an "ajar" file, described in Tips #28, doesn't always work, but this one seems to be reliable -

```
100 ON ERROR 500 :: OPEN #1:
"DSK1.TEST" :: INPUT #1:A$ :
PRINT A$ :: STOP
```

```
500 ON ERROR 510 :: CLOSE #1
510 INPUT "CHECK DISK AND DR
IVE, PRESS ANY KEY":DUMMY$ :
RETURN 100
```

This one is just for the fun of it - it uses the contents of computer memory to create designs -

```
100 DISPLAY AT(3,10)ERASE AL
L:"COLORPEEK" :TAB(7);"by J
im Peterson" : : " Watch the
computer's memory" : "displ
ayed in color."
```

```
110 DISPLAY AT(12,1):"Choose
": "(1) plain colors" : "(2
) bars & checks" : "(3) patt
erns" :: ACCEPT AT(12,8)VALI
```

```

DATE("123")SIZE(1):Q :: CALL
CLEAR :: IF Q=1 THEN 170
120 DISPLAY AT(12,5):"wait,
please" :: IF Q=3 THEN 140
130 FOR CH=32 TO 143 :: CALL
CHAR(CH,RPT$("F0",B)):: NEX
T CH :: GOTO 160
140 RANDOMIZE :: FOR CH=32 T
O 88 :: FOR J=1 TO 4 :: X%=5
EG$("0018243C425A667EB199A5B
DC3DBE7FF",INT(16*RND+1)*2-1
,2):: B%=B%&X% :: C%=X%&C% :
: NEXT J :: CALL CHAR(CH,B%&
C%)
150 CALL CHAR(CH+55,B%&C%):
B%,C%="" :: NEXT CH
160 FOR SET=0 TO 14 :: CALL
COLOR(SET,SET+1,16-SET):: NE
XT SET :: CALL SCREEN(2):: 6
OTO 180
170 FOR SET=0 TO 14 :: CALL
COLOR(SET,SET+2,SET+2):: NEX
T SET :: CALL SCREEN(16)
180 FOR J=-1 TO -2000 STEP -
1 :: CALL PEEK(J,A):: A=A-(A
<33)*(A>32):: A=A+(A>143)*(A
/2):: R=R+1+(R=24)*24 :: CAL
L HCHAR(R,1,A,32)
190 C=C+1+(C=32)*32 :: CALL
VCHAR(1,C,A,24):: NEXT J ::
GOTO 100

```

Unlike most of the number games played against the computer, you can win this one -

```

100 CALL CLEAR :: CALL SCREE
N(16):: DISPLAY AT(3,8):"THE
'37' GAME" !by Jim Peterson
110 DISPLAY AT(5,1):" We wil
l take turns picking":"a num
ber from 1 to 5, but":"not t
he number that was just":"pi
cked."
120 DISPLAY AT(10,1):" The n
umbers we pick will be":"add
ed to the total count."
130 DISPLAY AT(13,1):" Whoev
er reaches 37 is the":"winne
r, but if you go over":"37 y
ou lose."
140 CALL SHOW(20,1,"Press an
y key to start")
150 CALL KEY(0,K,S):: IF S=0
THEN 150
160 DATA 4,11,17,24,30,37
170 DATA 262,330,392,523,523
180 DATA 1047,784,659,523,52
3
190 C,P=0 :: CALL CLEAR :: C

```

```

ALL MAGNIFY(2):: R=10 :: FOR
J=1 TO 5 :: CALL SPRITE(#J,
4B+J,5,R,10):: R=R+30 :: NEX
T J
200 CALL SHOW(24,1,("Y)ou or
(C)omputer first?"): ACCEP
T AT(24,28)VALIDATE("YC")SIZ
E(1):Q% :: DISPLAY AT(24,1):
""
210 IF Q%="C" THEN CALL SHOW
(22,8,"I pick 4"): CALL COL
OR(#4,1):: P=4 :: C=4 :: CAL
L SHOW(3,10,"COUNT=4")
220 CALL SHOW(20,8,"Pick you
r number"): ACCEPT AT(20,26
)VALIDATE("12345"):N :: IF N
=P THEN 220
230 IF P>0 THEN CALL COLOR(#
P,5)
240 CALL COLOR(#N,1):: P=N :
: C=C+N :: CALL SHOW(3,10,"C
OUNT= "&STR$(C)):: IF C=37 T
HEN 320 ELSE IF C>37 THEN 34
0
250 RESTORE 160
260 READ X :: IF C<X THEN B=
X-C ELSE IF X<37 THEN 260
270 CALL SHOW(22,8,"I'm thin
king..."): FOR Y=1 TO 700 :
: NEXT Y
280 IF B>5 AND B/2=INT(B/2)T
HEN B=B/2
290 IF B>5 OR B=P THEN B=1-(
P=1)
300 CALL SHOW(22,8,"I pick "
&STR$(B)):: CALL COLOR(#P,5)
:: CALL COLOR(#B,1):: P=B ::
C=C+B :: CALL SHOW(3,10,"CO
UNT= "&STR$(C))
310 IF C=37 THEN 340 ELSE IF
C>37 THEN 320 ELSE 220
320 RESTORE 170 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
100,F,5,F*1.03,5):: NEXT J :
: CALL SHOW(12,8,"YOU WIN!")
330 CALL SHOW(15,8,"Play aga
in? (Y/N)"): ACCEPT AT(15,2
6)VALIDATE("YN"):Q% :: IF Q%
="N" THEN STOP ELSE 190
340 RESTORE 180 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
300,30000,30,30000,30,F,30,-
4,5):: NEXT J :: CALL SHOW(1
2,8,"YOU LOSE!"): GOTO 330
350 SUB SHOW(R,C,T%): FOR J
=1 TO 10 :: DISPLAY AT(R,C):
" " :: DISPLAY AT(R,C):T% ::
NEXT J :: SUBEND

```

A couple more peculiari-

```

ties of the computer -
100 DISPLAY AT(3,8)ERASE ALL
:"POS PUZZLE #1": " " 4
rom Tigercub"
110 DISPLAY AT(9,1):"Why doe
s the computer say":"that X=
1 if you answer the":"prompt
with the Enter key":"(null-
string) ?"
120 DISPLAY AT(14,1):"110 IN
PUT M%"
130 DISPLAY AT(15,1):"120 X=
POS("TESTING",M%,1)::"PR
INT X :: GOTO 100"
140 !POS PUZZLE #1 - why doe
s the computer say that X=1
if you answer the prompt wit
h Enter (null-string) ?
- Jim Peterson
150 INPUT M%
160 X=POS("TESTING",M%,1)::
PRINT X :: GOTO 140

```

And -

```

100 DISPLAY AT(3,8)ERASE ALL
:"POS PUZZLE #2": " " 4
rom Tigercub"
110 DISPLAY AT(7,1):"Why doe
s the computer say":"that th
e first position of":"null-s
tring is at whatever":"posit
ion it is told to start":"se
arch at?"
120 DISPLAY AT(13,1):"100 M%
=*****"
130 DISPLAY AT(14,1):"110 DI
SPLAY AT(20,1):""POS?" :: A
CCEPT AT(20,6):P"
140 DISPLAY AT(16,1):"120 X=
POS("TESTING",M%,P):: DISP
LAY AT(22,1):""X=";X :: GOT
O 110"
150 M%=""
160 DISPLAY AT(21,1):"POS?"
:: ACCEPT AT(21,6):P
170 X=POS("TESTING",M%,P)::
DISPLAY AT(23,1):"X=";X :: 6
OTO 160

```

Here is an improvement to the PRINTSPEAKER in Tips #40 - in lines 130 and 160, change the CHR\$(1)&"1" to CHR\$(3)&"255". This will avoid problems if the program being converted opens FILE #1.

Irwin Hott informs me that assembly routines which have been imbedded into XBasic programs, using ALSAVE or SYSTEX, can be saved to cassette and reloaded. This could be very useful for those who have a stand-alone or "matchbox" 32k.

And, a mini-game for you to have fun with or improve on -

1 ! 2-LINE GAME
by Jim Peterson
- use S&D keys to paint the white line on the highway
2 !if it is too easy, change the 6 in A%=RPT\$(CHR\$(143),6) to 5 and the 5 in C>T+5 to 4

```

100 CALL CLEAR :: A%=RPT$(CH
R$(143),6):: CALL COLOR(14,2
,2,2,16,16):: CALL SCREEN(4)
:: T=11 :: C=14 :: CALL HCHA
R(22,C+2,42):: RANDOMIZE
110 T=T+INT(3*RND+1)+(T=21)-
(T=1):: PRINT TAB(T);A% :: C
ALL KEY(3,K,S):: C=C+(K=83)-
(K=68):: CALL HCHAR(22,C+2,4
2):: IF C<T OR C>T+5 THEN ST
OP ELSE 110

```

And finally, one of the best examples of compact programming I have ever seen -

1 !JOHN WITTE'S 3-LINE VERSI
ON OF JOHN WILLFORTH'S WAVE
POWER - PUBLISHED IN GREATER
OMAHA UG NEWSLETTER

```

100 CALL CLEAR :: A$(1)="ABC
DEFGFEDCBA" :: FOR I=1 TO 7
:: CALL CHAR(72-I,RPT$("0",2
$I-2)&"FFFF",47,"30303EFF7F3
E1E04"):: A$(I+1)=SEG$(A$(I
,2,12)&SEG$(A$(I),2,1):: NEX
T I
110 CALL SPRITE(#5,47,2,180,
180,-23,0,#6,47,2,80,100,-23
,0):: CALL MAGNIFY(2)
120 FOR I=1 TO 12 :: PRINT A
$(I+(I>7)*2*(I-7))&A$(1+I+(I
>6)*2*(I-6)):: NEXT I :: GOT
O 120

```

Memory full
Jim Peterson

* * * THE LIBRARY CORNER * * *

The club has received a disk from Jerry Canady this month with 5 new programs, and it also has Jim Peterson's (Tigerclub) user group list. If you would like a copy of this list, please give me a call before the next meeting and I will print it out for you.

CATPRINT: This program will catalog a disk to the screen. You can also print it using a parallel (PIO) printer, and when printed, you can add your own comments to help describe the files on the disk. You can also enter up to 5 screen lines which will be printed at the end of the catalog. It normally prints in compressed print (line 530), but Jerry added line 531 to print in normal mode. You can REM the line you don't want to use. See the examples below. The program requires Extended Basic.

DSK1 - DISKNAME = UG/LIBRARY
 AVAILABLE = 1263 USED = 175

FILENAME	SIZE	TYPE	F	
ARCH-LOAD	12	PROGRAM		Loader for ARCHIVER II.
ARCH-V2/2	22	PROGRAM	Y	Barry Boone's ARCHIEVER II. This is an ASSY archiever and is compatible with Barry Travers ARCHIEVE. This is FAIRWARE!
BXB	4	DIS/VAR163		Jim Peterson's program to run B programs in XB. Public Domain!
CATPRINT	23	PROGRAM		To print a disk catalog with comments. Line 530 is condensed with no margin. 531 is elite with a LM of 10. 530 is active!
COMPACTOR	9	PROGRAM		John Dow's program to change BASIC programs to multiple statement lines. Public Domain!
UG/LIST	96	DIS/VAR 80		Jim Peterson's list of User Groups.
UNRUN/BAS	9	DIS/VAR163	Y	Merge program to run B programs in XB.

Bruce the modification to catprint line 531 is my addition remove the ! at this line if you prefer. I am working a printer control line!

FILENAME	SIZE	TYPE	P	Y
ARCH-LOAD	12	PROGRAM		
ARCH-V2/2	22	PROGRAM		Y
BXB	4	DIS/VAR163		
CATPRINT	23	PROGRAM		
COMPACTOR	9	PROGRAM		
UG/LIST	96	DIS/VAR 80		
UNRUN/BAS	9	DIS/VAR163		Y

Bruce this is a sample with line 530 active. I only commented the bottom line to give you an idea of the difference in lines 530 and 531!

* * * Special Deal on a Fast Modem * * *

The group just received a mailing from Megatronics, Inc., describing a relatively new modem. The Avatex 1200 and Avatex 1200hc are direct connect modems that have many advanced features found in more expensive modems, such as autoanswer, autodial, Hayes AT command software control, 300 and 1200 baud, etc. The best thing about the Avatex products is the price, however. Megatronics is offering, through a user group purchase, the Avatex 1200 at only \$75.00, and the Avatex 1200hc for only \$99.00. You may order a modem by calling Megatronics at 1-800-232-6342. Ask for the user group special. A full data sheet on these two modems will be available for you at the October meeting.

NEXT MEETING

TUESDAY, OCTOBER 13

7:00 PM --- JA BUILDING

ASSEMBLY LANGUAGE CLASS AND

DEMONSTRATION OF CATPRINT!!

NOTE THE CHANGE IN DATE!

Cedar Valley 99'er Users Group
288 Windsor Dr. NE
Cedar Rapids, Iowa 52402

Send To:

GARY BISHOP
124-222
860 WESTVIEW DR
MARION IA 52302

Vertical text on the left edge of the page, possibly a page number or reference code.