CEDAR VALLEY 99'ER USER GROUP
NEWSLETTER

FEBRUARY
1991
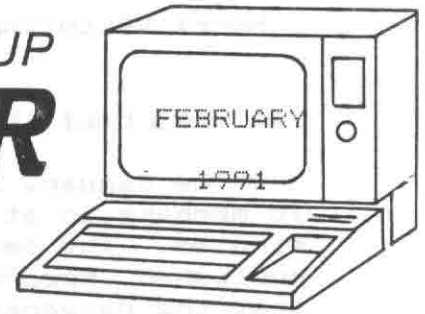
CEDAR RAPIDS/MARION, IOWA

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OFFICERS

PRESIDENT:
Gary Bishop
3270 28th Ave.
Marion, Iowa 52302
(319) 377-9574

VICE PRESIDENT:
John Johnson
398 Forest Dr. SE
Cedar Rapids, Iowa 52403
(319) 366-4541

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

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

COMMITTEES

PROGRAM:
Ed Edwards
102 N. Davis St.
Anamosa, Iowa 52205
462-2329

PUBLICITY:

EDUCATION:
Jerry Canady
6616 Kent Dr   NE
Cedar Rapids , Iowa 52402
377-9382

EDITOR:
Jim Green
377 Cambridge Dr NE
Cedar Rapids, Iowa 52402
377-4073 (Home) or
395-1898 (Office)

****NEWSLETTER TOPICS****

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****FUTURE MEETING DATES****

Please mark the following dates on
your calendar for future meetings:
FEBRUARY 12, MARCH 12, APRIL 9.

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

The regular monthly meeting will be
TUESDAY, February 12, at West Music
Store in Cedar Rapids. Open discus-
sion will start at 6:30 PM. We will
continue to share some of the new
software from our library. Start
thinking about which office you may
hold during this next year of our
group. Elections will be coming up
in just a couple of months!

* MINUTES FROM THE JANUARY MEETING *

The January meeting was called to order by President Gary Bishop with 10 members in attendance. There was one major correction to the December minutes. The secretary apologizes to Bob for leaving his name in the published record. With that change it was moved, seconded and passed that the December minutes be accepted as printed in the NEWSLETTER.

Bruce Winter was delayed at the start of the meeting but had left the information on the condition of the treasury with Gary. The UG is "in the black". There would be no formal treasurer report. Gary also reported that the new purchase of disks would be available at $3 a box as soon as Bruce arrived.

OLD BUSINESS: 1. Our UG has sent $30 to CONNI UG in payment for support of the newsletter article exchange.

NEW BUSINESS: 1. Bruce has a new Tex Comp catalog if anyone would like to see it. 2. Mary Mortensen is selling Paul's TI equipment. See Gary's list in the December NEWSLETTER. 3. John reported that Ed has 1900 new TIPS images in his collection.

DISCUSSION: 1. Archiver vs compression. 2. DS vs DD disk drives and the TI. 3. Extended memory - 32K is all the TI can handle.

PROGRAM: John demonstrated the increase in speed he has achieved by using his new RAM disk. Jim demonstrated several games he has been having fun with. All are available from the UG library. The first was called "3D MAZE". The second was "TETRIS" by Steve Karazak. Jim pronounced it as "OK". The third also was "TETRIS" by Alexander Hulpke. This one he pronounced as better.

Submitted by Bill Paeth, Secretary

WANTED--A GOOD FILING SYSTEM

When you want to use a program, can you find it immediately? Or, do you have to search fifty to a hundred disks before you find the program you need?

I want to examine two savings plans. One plan paying interest of 8.45%, paid annually for three years. The second plan paying interest of 8.00%, paid semi-annually for three years. Which plan is better? No problem, I have a program that will give me the answer in just a few seconds.

Before I can run the program, first I must remember the program name. And second, where is the disk? After sorting through fifty or more disks, I find the program I want. Does this sound a little ridiculous? Yes, it is ridiculous, and it shows what happens when you don't have a good filing system for your disks.

I need your help. I would like a program to list all my disks that would include a brief description of each program and instructions for each program.

Ray Novey

XB ASSEMBLY FILES LOADER

While writing an XB program that uses many assembly subprograms I was dismayed at the slowness of the XB loader. I had heard that programs like Systex and Alsave would help this problem, but I had neither one available. After a few tries, I found a method that is derived from the article "Making Music" by Bruce Harrison in Micropendium January 1990 page 33. By modifying some parts of the method described there, I developed a method that suited my needs very well. I don't understand all of the procedure, but this method does work. I have included some descriptions which are to the best of my knowledge accurate.

Before we wade through the details, let me tell you what it does. It will allow you to load your assembly programs into high memory where they can be saved, along with a short XB program, in memory image format. This will reduce loading time from a disk by about 5 to 1. (From a ramdisk I got about 15 to 1. It looks like the XB loader was really slowing things down there.) If you look at the file on a disk cataloger it will come up IV254. This is a good way to check if you got the process to work. Also if you use the same addresses that I do, the file will be 72 sectors long and take about 24 seconds to load from a disk.

Do all the steps below in command mode. Typed in commands are in CAPITALS.

1. Go to XB. 2. Type in NEW and press enter. 3. Do a CALL INIT.
4. CALL LOAD(-31952,187,0,187,0) -This tells the computer there is no XB program in memory and puts the line number table at address >BB00.- >BB=decimal 187. >00=decimal 0.
5. Enter your XB program now in command mode. It cannot come from a disk file. I got around this problem by entering this line. 100 RUN "DSK1.FILENAME". Now this XB program will load and run the XB program I wanted to type in. Note that I do not do a call init now or later in either XB program. This permits loading other assembly programs already in low memory. More about that later. The program that I have loaded is 21 sectors long. I do not know how much larger it could be without running into trouble.
6. CALL LOAD("DSK1.ASSEMBLYFILENAMES") as needed. ASSEMBLYFILENAMES should be your assembly files names obviously. I had 5 files AORGed from >C000 to >DA00. If you have only one smaller file you should be able to AORG it higher as long as its top end is below >E900. This is the area available in XB. For very large assembly files and small XB programs you could put the AORG lower.
7. SAVE DSK1.FILENAME -This should save the XB program and the assembly files as one internal variable 254 file.

These assembly programs can be called from any XB programs that follow as long as no call init or 32K memory power down occurs. To call these assembly programs from XB do the following.

1. Before each call link put CALL LOAD(8192,XXX,ZZZ). Where XXX and ZZZ are the entry point of your program in decimal. 197,0 = >C500
2. If you want to do call links to other assembly programs the regular way, do this.
   1. At the start of the XB program do a CALL PEEK(8192,W,X,Y,Z)
   2. Before doing the regular call links put CALL LOAD(8192,W,X,Y,Z) -then-CALL LINK("YOURPROGRAM")

EOF....JCJohnson...CR

THE LIBRARY BLURB

Trivia- What we now call shareware or fairware was at one time called freeware. I was told the reason for the name change was to prevent people from thinking the programs were free. I have now found another reason that may have caused this name change. What was it? (Gary Bishop- Don't tell me you know the answer to this one, too.)

We don't have a lot of new programs but I found some of them interesting.

Startrek/q	448	A quiz about Startrek.
Starwars/q	448	Star Wars quiz.
Tips1/7	445	Latest Tips version 1.7.
Tipsh	447	Tips Christmas pictures.
Gig/ark	448	Converts Paintshop and Paintmaster to Tips.
Archie	448	Combines EA5 files. By Jim Reiss.
Windows99	440	Merge windows in your c99 language programs.
Mug/fw/etc.	449	Mug loads FW,ARC,DM-1000, Printer setup,etc.
Card/ark	448	Eight card games by Jim Peterson.
3Dmaze	390	A 3D maze game.
Music	446	Ten songs by E. Raguse.
Land/ark	448	Land of make believe music.
Fid/ark	448	Fiddler on roof music.

You saw Jim Green demo 3D maze at the last meeting. I can only echo my own enthusiasm for this program. The other new program that caught my eye was Mug/fw/etc. I got this from Larry Guhl at the last meeting and it kind of knocked my socks off when I first tried it. It is a SSSD disk with the same MUG boot screen as my 500K card. I loaded the disk from the 500K card screen and got an almost identical looking screen back. Upon closer inspection I found the listings on the screen to be somewhat different and realized what I had. Anyway it is a MUG loader with the above mentioned programs. The last of which is no less than a program to set up your printer before using it. Lastly I want to state that the Windows99 program is for only c99 programs. I had hoped it was for other types also but as it stands now that is not so. Because c99 creates an assembly object file I think that it could be used for all programs if a load interrupt switch was used to branch to it. I hope to get into c99 programming as my next project and this could be a good one to start on. Don't hold your breath waiting for it though.

The last time I talked to Ed Edwards he said he had 1900 new TIPS pictures for the club. So that is something that we should be getting in the near future. Ed is by far the main supplier of our programs for the club and we all owe him thanks for that. Here cleverly hidden for only those of you who read this whole article is the trivia answer. In January of 1986 it was discovered by a member of the Shoals 99ers TI club that the term "freeware" was a registered trademark of Headlands Press of Tiburon, California. The name of these programs was then changed to fairware. Here is more of this paragraph to hide the trivia answer. Lastly I want to mention my particular method of making fairware payments. I pay for one program every other month until I am caught up. This allows me to use new programs as soon as they are available to me without worrying about how to pay for them. A list of unpaid programs keeps me honest and still not too broke. "c" you around.

EOF....J"c"Johnson...."c"R

Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213

1 Aug. 1990

My stock of Tigercub Soft-
ware catalogs is depleted
and it would not pay me to
reprint it. Therefore I have
released all copyrighted
Tigercub programs, except
the Nuts & Bolts Disks, for
free distribution providing
that no price or copying fee
is charged. All of my Tiger-
cub programs have been added
to my TI-PD library and are
cataloged, by category, in
Supplement #8.

My three Nuts & Bolts
disks, each containing 100
or more subprograms, have
been reduced to $5.00. If I
run out of printed documen-
tatiion, it will be supplied
on disk.

My TI-PD library now con-
sists of 419 disks of fair-
ware (by author's permission
only) and public domain, all
arranged by category and as
full as possible, provided
with loaders by full program
name rather than filename,
Basic programs converted to
XBasic, etc. The price is
just $1.50 per disk(!), post
paid if at least eight are
ordered. TI-PD catalog #3
listing all titles and auth-
ors, is available for $1
which is deductible from the
first purchase.

This little program won't
do any of the fancy things
that the sophisticated pos-
ter programs do, but it may
do a few things they don't.
First key in this fontmaker.

```
100 DISPLAY AT(3,1)ERASE ALL
:"Filename? DSK" :: ACCEPT A
T(3,14)BEEP:F$
110 OPEN #1:"DSK"&F$,OUTPUT
```

```
120 FOR J=32 TO 126 :: CALL
CHARPAT(J,C$):: CALL HEX_BIN
(C$,B$):: FOR K=1 TO 64
130 IF SEG$(B$,K,1)="0" THEN
CH$=CH$&CHR$(32)ELSE CH$=CH
$&CHR$(42)
140 NEXT K :: PRINT #1:CH$ :
: CH$="" :: NEXT J :: CLOSE
#1 :: STOP
150 SUB HEX_BIN(H$,B$):: HX$
="0123456789ABCDEF" :: BN$="
0000X0001X0010X0011X0100X010
1X0110X0111X1000X1001X1010X1
011X1100X1101X1110X1111"
160 FOR J=LEN(H$)TO 1 STEP -
1 :: X$=SEG$(H$,J,1)
170 X=POS(HX$,X$,1)-1 :: T$=
SEG$(BN$,X*5+1,4)&T$ :: NEXT
J :: B$=T$ :: T$="" :: SUBE
ND
```

This program reads the
hex code of each character
from ASCII 32 to 126, con-
verts it to a 64-byte binary
string of 0's and 1's, then
changes each 0 to the blank
ASCII 32 and each 1 to a
printable character, and
saves the result to a file
of patterns to print charac-
ters 8 spaces wide by 8
spaces high.

The 42 in line 130 creates
characters composed of ast-
erisks. Change it to J and
the characters will be com-
posed of themselves - the A
will be made up of A's, etc.
Or, check your printer man-
ual and substitute one of
the special graphic symbols
in ASCII 224 - 255.

The character patterns are
designed from the hex codes
in memory, so you can first
merge in a reidentified char
set such as a CHARA1 file or
one of the fonts in my Nuts
& Bolts disks or in my 127
Screen Fonts disk.

Create as many fonts as
you want, then key in this
poster maker program.

```
100 OPEN #1:"PIO",VARIABLE 1
36 :: PRINT #1:CHR$(27)&"@";
110 DIM CH$(94):: Q,H=1 :: W
,SP=8 :: DB$,SU$="N" :: D$,E
$="Y" :: GOTO 150
120 F$,CH$(),J,Q$,M$,FLAG,OU
```

```
T$,A$,S,SS,PC$,H,T$,L,A,X,K,
T,X$(),SK,ST,DD
130 CALL KEY :: CALL SOUND
140 !@P-
150 DISPLAY AT(3,4)ERASE ALL
:"QUICK & DIRTY POSTERS" ::
DISPLAY AT(5,7):"by Jim Pete
rson"
160 DISPLAY AT(12,1):"Font f
ile? DSK" :: ACCEPT AT(12,15
)BEEP:F$ :: ON ERROR 170 ::
GOTO 180
170 GOSUB 680 :: RETURN 160
180 OPEN #2:"DSK"&F$,INPUT :
: FOR J=1 TO 94 :: LINPUT #2
:CH$(J):: NEXT J :: CLOSE #2
:: GOTO 190
190 DISPLAY AT(3,1)ERASE ALL
:"Load download font? Y/N N"
:: ACCEPT AT(3,25)SIZE(-1)V
ALIDATE("YN")BEEP:Q$ :: IF Q
$="N" THEN 230
200 ON ERROR 210 :: DISPLAY
AT(3,1)ERASE ALL:"Filename?
DSK" :: ACCEPT AT(3,14):F$ :
: OPEN #2:"DSK"&F$,INPUT ::
GOTO 220
210 GOSUB 680 :: RETURN 190
220 LINPUT #2:M$ :: PRINT #1
:M$ :: IF EOF(2)<>1 THEN 220
ELSE CLOSE #2
230 IF FLAG=1 THEN 260 :: FL
AG=1
240 ON ERROR 250 :: DISPLAY
AT(3,1)ERASE ALL:"Output fil
e? DSK" :: ACCEPT AT(3,17):O
UT$ :: GOSUB 670 :: GOTO 260
250 GOSUB 680 :: RETURN 240
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA":"(2) ELITE":"(3)
CONDENSED":STR$(Q):: ACCEPT
AT(6,1)SIZE(-1)VALIDATE("12
3"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&"B"&CHR$(2):: GOSUB
640 :: GOTO 300
290 S=136 :: A$=CHR$(15):: G
OSUB 640
300 DISPLAY AT(3,1):"Char wi
dth 1, 6, 7 or 8? "&STR$(W):
: ACCEPT AT(3,26)SIZE(-1)VAL
IDATE("1678")BEEP:W :: SS=IN
T(S/W)
310 DISPLAY AT(3,1)ERASE ALL
:"double width? "&DB$
320 ACCEPT AT(3,15)SIZE(-1)V
ALIDATE("YN")BEEP:DB$
```

```
330 IF DB$="Y" THEN SS=INT(S
S/2):: S=S/2 :: A$=CHR$(27)&
"W"&CHR$(1):: GOSUB 640 ELSE
A$=CHR$(27)&"W"&CHR$(0):: G
OSUB 640
340 DISPLAY AT(3,1)ERASE ALL
:"Double-strike? "&D$ :: ACC
EPT AT(3,16)SIZE(-1)VALIDATE
("YN")BEEP:D$
350 IF D$="Y" THEN A$=CHR$(2
7)&"G" :: GOSUB 640 ELSE A$=
CHR$(27)&"H" :: GOSUB 640
360 IF Q<>1 THEN E$="N" :: G
OTO 380 ELSE DISPLAY AT(3,1)
ERASE ALL:"Emphasize? "&E$ :
: ACCEPT AT(3,12)SIZE(-1)VAL
IDATE("YN")BEEP:E$
370 IF E$="Y" THEN A$=CHR$(2
7)&"E" :: GOSUB 640 ELSE A$=
CHR$(27)&"F" :: GOSUB 640
380 IF DB$="Y" OR E$="Y" THE
N 410
390 DISPLAY AT(3,1)ERASE ALL
:"Superscript? "&SU$ :: ACCE
PT AT(3,14)SIZE(-1)VALIDATE(
"YN")BEEP:SU$
400 IF SU$="Y" THEN A$=CHR$(
27)&"S"&CHR$(0):: GOSUB 640
ELSE A$=CHR$(27)&"T" :: GOSU
B 640
410 IF W=1 THEN 430 :: DISPL
AY AT(3,1)ERASE ALL:"Spacing
? "&STR$(SP)&" /72"
420 ACCEPT AT(3,10)SIZE(-3)V
ALIDATE(DIGIT):SP :: IF SP>1
27 THEN 420 ELSE A$=CHR$(27)
&"A"&CHR$(SP):: GOSUB 640
430 PRINT #3:PC$;:: PC$="" :
: IF W=1 THEN 450
440 DISPLAY AT(3,1)ERASE ALL
:"Multiplied height? "&STR$(
H):: ACCEPT AT(3,20)SIZE(-1)
VALIDATE(DIGIT):H
450 DISPLAY AT(12,1)ERASE AL
L:"MAXIMUM LENGTH";SS;"LETTE
RS" :: LINPUT T$ :: L=LEN(T$
):: IF L>SS THEN 450
460 IF W>1 THEN 470 :: T$=RP
T$(" ",(SS-L)/2)&T$ :: PRINT
#1:T$ :: GOTO 510
470 FOR J=1 TO LEN(T$):: A=A
SC(SEG$(T$,J,1))-31 :: FOR K
=1 TO 57 STEP 8 :: X=X+1 ::
X$(X)=X$(X)&SEG$(CH$(A),K,W)
:: NEXT K :: X=0 :: NEXT J
480 T=(S-L*W)/2
490 FOR J=1 TO 8 :: X$(J)=RP
T$(" ",T)&X$(J):: NEXT J
500 FOR J=1 TO 8 :: FOR K=1
TO H :: PRINT #1:X$(J):: NEX
```

```
T K :: NEXT J
510 DISPLAY AT(3,1)ERASE ALL
:"OK? Y/N Y" :: ACCEPT AT(3,
9)SIZE(-1)VALIDATE("YN")BEEP
:Q$ :: IF Q$="N" THEN 540
520 IF W=1 THEN PRINT #3:T$
:: SP=8 :: GOTO 600
530 FOR J=1 TO 8 :: FOR K=1
TO H :: PRINT #3:X$(J):: NEX
T K :: X$(J)="" :: NEXT J ::
 GOTO 600
540 FOR J=1 TO 8 :: X$(J)=""
 :: NEXT J
550 DISPLAY AT(3,1)ERASE ALL
:"(R)edo last line?":"(S)tar
t over?":"Choice? R/S R" ::
ACCEPT AT(5,13)SIZE(-1)VALID
ATE("RS")BEEP:Q$
560 IF Q$="S" THEN 590 :: GO
SUB 650
570 CLOSE #3 :: OPEN #3:"DSK
"&OUT$,INPUT
580 LINPUT #3:M$ :: PRINT #1
:M$ :: IF EOF(3)<>1 THEN 580
ELSE CLOSE #3 :: GOSUB 670
:: GOTO 620
590 CLOSE #3:DELETE :: GOSUB
 670 :: GOTO 620
600 DISPLAY AT(3,1)ERASE ALL
:"Skip how many lines? " ::
ACCEPT AT(3,22)VALIDATE(DIG
IT)BEEP:SK :: FOR J=1 TO SK*
8/SP :: PRINT #1 :: PRINT #3
:" " :: NEXT J
610 DISPLAY AT(3,1)ERASE ALL
:"More? Y" :: ACCEPT AT(3,7)
SIZE(-1)VALIDATE("YN")BEEP:Q
$ :: IF Q$="N" THEN CLOSE #3
:: STOP
620 DISPLAY AT(3,1)ERASE ALL
:"Load new font? N" :: ACCEP
T AT(3,16)SIZE(-1)VALIDATE("
YN")BEEP:Q$ :: IF Q$="Y" THE
N PRINT #1:CHR$(27)&"@" :: G
OTO 150
630 DISPLAY AT(3,1)ERASE ALL
:"Change codes? N" :: ACCEPT
AT(3,15)SIZE(-1)VALIDATE("Y
N")BEEP:Q$ :: IF Q$="N" THEN
 450 ELSE 260
640 PRINT #1:A$;::: PC$=PC$&A
$ :: RETURN
650 DISPLAY AT(3,1)ERASE ALL
BEEP:"Set printer to top of
page":"and press Enter"
660 CALL KEY(0,K,ST):: IF ST
=0 THEN 660 ELSE RETURN
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 136,APPEND :: RETURN
680 CALL SOUND(1000,110,0,-4
```

```
,0):: DISPLAY AT(23,1):"CANN
OT OPEN THAT FILE!" :: FOR D
D=1 TO 100 :: NEXT DD :: RET
URN
```

This program asks you for
one of your font files. Next
it allows you the option of
downloading special char-
acters to your printer, if
you have such a file on disk
Then you are asked for an
output filename; this is
necessary because the pro-
gram rapidly uses up avail-
able string storage memory.

Then you are taken through
the various printer options.
You also have a character
width choice of 1, 6, 7, 8.
The normal screen font uses
only 5 of the 8 pixels of
width, so you can select a
width of 6 or 7 to get more
letters on a line. If your
font file used a wider char
set, be sure to allow for
spacing. If you select 1,
you will print a line in the
normal printer font.

You are also asked for the
line spacing, in 1/72" in-
crements. Characters are
normally 8 lines high, but
you have the option to print
each line multiple times for
tall characters or, with
closer line spacing, for
denser print. Try 3/72" with
superscript multiplied by
3, or 5/72" with a solid
block graphic character with
triple printing.

Finally, you are shown the
maximum number of characters
according to your options,
from 5 double-width 8-wide
to 22 compressed 6-wide; you
input a line and see it
printed. It will be automa-
tically centered.

If you are satisfied with
it, the line is saved to
disk, you specify the number
of lines (8/72" spacing) to
skip, and you are taken thru
the options (including a new
font) for the next line. The
previous selections become
the default options, so you

can skip through quickly.

If the line is not satis-
factory, you have the option
of advancing the paper to
the next page and reprinting
the poster up to that point
from the disk file and then
continuing.

Now, here's the neat part.
When you have finished your
poster, you can print as
many copies as you want.
Just key in this program -

```
100 OPEN #1:"PIO",VARIABLE 1
36 :: PRINT #1:CHR$(27)&"@"
110 DISPLAY AT(12,1)ERASE AL
L:"Filename? DSK" :: ACCEPT
AT(12,14)BEEP:F$ :: OPEN #2:
"DSK"&F$,INPUT
120 DISPLAY AT(12,1)ERASE AL
L:"Load a download font? Y/N
 N" :: ACCEPT AT(12,27)SIZE(
-1)VALIDATE("YN"):Q$ :: IF Q
$="N" THEN 150
130 DISPLAY AT(12,1)ERASE AL
L:"Filename? DSK" :: ACCEPT
AT(12,14)BEEP:F$ :: OPEN #3:
"DSK"&F$,INPUT
140 LINPUT #3:M$ :: PRINT #1
:M$ :: IF EOF(3)<>1 THEN 140
ELSE CLOSE #3
150 DISPLAY AT(12,1)ERASE AL
L:"How many copies?" :: ACCE
PT AT(12,18)VALIDATE(DIGIT):
N :: FOR J=1 TO N
160 DISPLAY AT(12,1)ERASE AL
L BEEP:"position paper, pres
s Enter"
170 CALL KEY(0,K,S):: IF S=0
THEN 170 ELSE CALL CLEAR
180 LINPUT #2:M$ :: PRINT #1
:M$ :: IF EOF(2)<>1 THEN 180
```

You'll have to reposition
the paper after each one.

The poster maker program
was written for my Gemini
10X and I have not tried to
offer options for other
printers, since I don't have
them available for testing.
However, I think that these
are the essential changes
for the Epson standard.

```
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA":"(2) ELITE":"(3)
 COMPRESSED PICA":"(4) COMPR
```

```
ESSED ELITE":STR$(Q):: ACCEP
T AT(7,1)SIZE(-1)VALIDATE("1
234"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&CHR$(77):: GOSUB 640
:: GOTO 300
290 IF Q=3 THEN S=132 :: A$=
CHR$(15):: GOSUB 640 ELSE S=
160 :: A$=CHR$(15):: GOSUB 6
40
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 160,APPEND :: RETURN
```

And these changes should
make compressed elite avail-
able on the Gemini SG10 in
Star mode.

```
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA":"(2) ELITE":"(3)
 COMPRESSED PICA":"(4) COMPR
ESSED ELITE":STR$(Q):: ACCEP
T AT(7,1)SIZE(-1)VALIDATE("1
234"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&"B"&CHR$(2):: GOSUB
640 :: GOTO 300
290 IF Q=3 THEN S=136 :: A$=
CHR$(15):: GOSUB 640 ELSE S=
160 :: A$=CHR$(27)&"B"&CHR$(
4):: GOSUB 640
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 160,APPEND :: RETURN
```

Other modifications should
be fairly easy. The variable
S contains the maximum num-
ber of characters per line.
In lines 310-400, the option
is turned on if it is selec-
ted, turned off if it is
not.

Almost out of memory,

Jim Peterson

* WRITING ASSIGNMENTS *

Back in our September issue, Gary Bishop had assigned all of our members a
writing assignment for this newsletter. Everyone had one specific month to
submit an article to this editor. It's time to review the list, because I have
received only a few contributions in the last four months. Come on, folks! It
isn't difficult to create a half-page article (or more) on some aspect of using
the TI. Just ask Bob Heiderstadt, Ed Edwards, or Larry Guhl. Many thanks for
their contributions!

The following members are once again asked to submit an article to me for the
designated month. If you just can't wait for your month, we'll take yours
early!

MARCH	LOUISE KOWALSKE, BETY HOBEL
APRIL	BILL PAETH, LARRY PESKA
MAY	STEWART PRINCE, JIM REISS
JUNE	SR. PAT TAYLOR, BOB WAHLSTROM
JULY	REV. RICHARD WATTERS, BRUCE WINTER
AUGUST	DAVID ASKELSON, WAYNE BETTS

Material should be submitted on disk, TI Writer format preferred. In order to
make it easy for everyone, however, I will type in anything submitted on paper.
My address is on the cover page of this newsletter.

Jim Green, Editor

COMPUTER FAIR IN CEDAR RAPIDS

On Saturday, March 2, the Commo-Hawk
Computer Users Group of Cedar Rapids
will hold their eighth annual Computer
Fair. This year, they are inviting user
groups from all over the midwest, for
all brands of computers, to participate.
Attendance has averaged 1500 recently,
so many people will view the exhibits.
Our group has an opportunity to show the
area that the TI 99/4A is still alive
and working in Eastern Iowa. We will
discuss our participation in this fair
at the February 12 meeting. Please
check your calendar prior to our meeting
to find out if you can spend some time
representing our group at this annual
event.
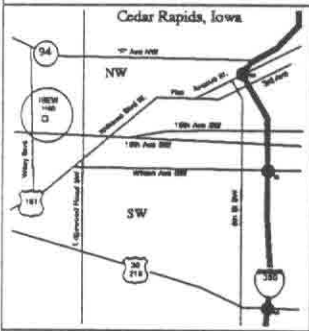
NEXT MEETING

TUESDAY, FEBRUARY 12

6:30 PM --- WEST MUSIC, CR

NEW SOFTWARE FROM OUR LIBRARY

& DISCUSSION ON THE C.R.

EASTERN IOWA COMPUTER FAIR

Cedar Valley 99'er Users Group
377 Cambridge Dr. NE
Cedar Rapids, Iowa 52402

Send To:

162.30
Windshear