



# the Cin-Day News

DECEMBER

## 1987



### LAST DAYTON MEETING by FRANK LARRICK

RICK KELLOGG ( PRESIDENT, DAYTON ) CALLED THE MEETING TO ORDER AT 12:05 PM. BY WELCOMING ALL GUEST AND MEMBERS. HE THANKED LAZARUS FOR THE USE OF THEIR FACILITIES THEN INTRODUCED THE OTHER OFFICERS ATTENDING THE MEETING. THEY WERE FRANK LARRICK ( DAYTON, SECRETARY ), JIM SUSCO ( DAYTON, TREASURER ) AND RICHARD WHITMER ( DAYTON, LIBRARIAN ) AND READ THE GROUP DISCLAIMER CONCERNING THE SALE AND/OR PROMOTION OF ITEMS AT THE GROUP MEETINGS . A MOTION WAS MADE THAT THE SUMMARY OF THE MINUTES OF THE LAST MEETING CONTAINED IN THE NEWSLETTER BE ACCEPTED AS A READING OF THOSE MINUTES. THE MOTION WAS SECONDED AND PASSED WITH A VOICE VOTE. UNDER THE HEADING OF OLD BUSINESS THE FOLLOWING WAS DISCUSSED: THE SUPPER RAFFLE TO BE HELD AT THE JANUARY ELECTION MEETING AND THE NEED TO SELL AT LEAST 50 TICKETS TO BREAK EVEN. EVERYONE BUYING AT TICKET WILL RECEIVE A FREE DISKETTE AT THE MEETING. FIRST PRIZE WILL BE THE CHOICE OF A SMART MODEM, A RAM DISK, 2 1/2 HEIGHT DRIVES OR A PRINTER. SECOND PRIZE WILL BE THE CHOICE OF A LESSER MODEM OR THE COMPLETE CS6D PACKAGE. THIRD PRIZE WILL BE 25 DISKETTES. RICK REMINDED THE MEMBERS OF OUR CLUB LIBRARYS. THE DOMS OF WHICH THERE ARE NOW 28 EACH COSTING \$5.00, THE FAIRWARE OFFERS AT \$2.00 EACH, THE IUG LISTING LIBRARY AT A \$1.00 RENTAL FEE , THE CASSETTE LIBRARY ( 19 ) AT \$2.50 EACH AND THE VIDEO LIBRARY WITH A RENTAL FEE OF \$1.00 PER MONTH. NEW MEMBERSHIP CARDS WILL BE ISSUED AT THE ELECTION MEETING. THE CIN-DAY POSTERS WERE PASSED OUT TO MEMBERS TO BE POSTED ANYWHERE POSSIBLE AROUND THE CITY. 5-THE ELECTION NOMINATING COMMITTEE WAS DISCUSSED . HERB KLINE HAS VOLUNTEERED TO BE THE CHAIRPERSON OF THE COMMITTEE AND NEEDS 2 VOLUNTEERS FROM EACH CITY TO COMPLETE THE

COMMITTEE . ALL NOMINATIONS MUST BE IN BY 11/21/87 AND CAN BE MAILED TO HERB AT 3677 EILEEN RD. / KETTERING, OHIO / 45429 OR CALLED IN TO HIM AT 513/293-2868. ALL POSITIONS ARE OPEN TO NOMINATIONS. THE FLOOR WAS THEN OPENED TO NOMINATIONS AND RICK KELLOGG, FRANK LARRICK AND JIM SUSCO EACH ENTERED THEIR NAMES FOR THE POSITIONS THEY NOW HOLD. THERE WERE NO OTHER NOMINATIONS FROM THE FLOOR. THE NEXT CLUB MEETING WAS ANNOUNCED FOR 12/12/87 AND THE NEXT OFFICERS MEETING WAS ANNOUNCED FOR 12/06/87 AT THE REGULAR MEETING PLACE. UNDER THE HEADING OF NEW BUSINESS THE FOLLOWING WAS DISCUSSED: RICK GAVE A SHORT REPORT ON HIS IMPRESSIONS OF THE CHICAGO TI FAIR AT TRITON COLLEGE. GOING THROUGH MICROPENDIUM ARTICLES MENTIONED WERE; THE FAIRWARE LISTING IS BEING DISCONTINUED, THE 9640 COVERAGE TO BE EXPANDED, REGINA'S ARTICLE ON GRAPHICS DONE IN BASIC, MORE TI-ARTIST SUPPORT FROM "ASGARD", AN ARTICLE ON LOOPS AND ARRAYS DONE IN C99, ALL FUTURE PROGRAMS IN "MICROPENDIUM" WILL BE CHECKSUMMED, AN ARTICLE ON QUICK SORTS USING FORTH, A REVIEW OF "FONT WRITER 2 BY J. PETER HODDIE, A REVIEW OF THE "STAR" NP-10 PRINTER, THE NEW AND LAST VERSION OF FUNNELWEB FROM " FUNNELWEB FARM" VER 4.0 WHICH WILL BE IN OUR LIBRARY NEXT MONTH, THE WINTER ISSUE OF THE "TRITON" CATALOG NOW OUT, NEW "TENEX" CATALOG IS IN THE MAIL, A NEW MEMORY ENHANCEMENT CARD BEING BROUGHT OUT BY "RAVE" IS BATTERY BACKED AND HAS FOUR EXPANSION SLOTS. IN "COMPUTER SHOPPER"; TI FORUM AND BBS INFORMATION. A FIFTEEN MINUTE BREAK WAS TAKEN TO SELL RAFFLE TICKETS FOR TODAYS 50/50 RAFFLE AND FOR THE SUPER RAFFLE. AFTER THE RAFFLE RICK GAVE A VERY GOOD DEMONSTRATION OF THE 4.0 VERSION OF "FUNNELWEB" SHOWING SOME OF ITS NEW FORMATS AND CAPABILITIES. RICK THEN GAVE A DEMENSTRATION OF THE NEW AND IMPROVED "6FX LABLER". THE MEETING WAS ADJOURNED AT 3:00 PM.



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11-19-87

NOV. MEETING CINCINNATI CHAPTER CIN/DAY USER GROUP  
CAMPBELL COUNTY LIBRARY, COLD SPRING KY.

THE MEETING WAS CALLED TO ORDER AT 1 P.M. BY CINCINNATI CHAPTER PRESIDENT SAM MOON. HE WELCOMED ALL MEMBERS PRESENT AND READ THE DISCLAIMER REGARDING THE SALE AND PROMOTION OF ITEMS AT THE MEETING, AND THANKED THE LIBRARY FOR THE USE OF THEIR FACILITY.

ITEMS REGARDING OLD BUSINESS WERE:

- 1) DETAILS OF THE SUPER RAFFLE TO BE HELD AT THE JAN. COMBINED MEETING IN MIDDLETOWN. ITEMS TO BE AWARDED ARE: A) 2 HALF HEIGHT DRIVES/PRINTER/SMART MODEM/RAM DISK, B) C56D PACKAGE/LESSER MODEM, C) 25 DISKS. THERE WILL BE A MINIMUM OF 50 TICKETS SOLD AND FOR EACH TICKET PURCHASED AT \$5.00 THE PURCHASER WILL RECEIVE A FREE DISK AFTER THE DRAWING.
- 2) CONTENTS OF THE CIN/DAY LIBRARIES.
  - A) D.O.M. (\$5.00), B) CASSETTE (\$2.50), C) FAIR WARE (\$2.00), D) I.U.G. HARDCOPY (\$1.00), E) VHS LIBRARY (\$1.00/MONTH).
- 3) NEW MEMBERSHIP CARDS BY THE JAN. MEETING.

- 4) DISTRIBUTION OF POSTERS PROMOTING OUR GROUP.
- 5) NOMINATIONS FOR OFFICERS TO BE SUBMITTED TO HERB KLINE BY 11/21/87 AT 3677 EILEEN RD. KETTERING OHIO 45429 OR BY PHONE AT 513/293/2868.
- 6) ALL POSITIONS OPEN FOR THE JAN. ELECTIONS.
- 7) NEXT OFFICERS MEETING 12/6/87 AND MEMBERS MEETING 12/12/87 AT 12 NOON.

ITEMS OF NEW BUSINESS WERE: 1) A DISCUSSION OF THE T.I. FAIR ATTENDED BY RICK KELLOGG, JOHN CONNOLLY, AND BILL POST OF OUR GROUP. 2) DISCUSSION OF SEVERAL ITEMS FROM THE OCT. ISSUE OF MICROPENDIUM. THEY WERE:

- A.) FAIRWARE LISTINGS BEING DISCONTINUED, B) GENEVE 9640 COVERAGE BEING EXPANDED, C) C.REGENA BASIC GRAPHICS, D) TI-ARTIST SUPPORT BY ASGARD, E) C99 LOOPS AND ARRAYS, F) ALL FUTURE LISTINGS OF MICROPENDIUM PROGRAMS TO BE WITH CHECKSUM, G) FORTH QUICK SORTS, H) A COMPARISON OF DATABASE MANAGERS, I) A REVIEW OF FONTWRITER, J) A REVIEW OF THE STAR NP-10 PRINTER, K) VER. 4.0 OF FUNLWEB TO BE RELEASED (LAST VER.?), L) THE RAVE 99 MEMORY ENHANCEMENT SYSTEM, AND THE WINTER ISSUES OF TRITON AND TENEX CATALOGS ARE OUT.
- 3) FROM COMPUTER SHOPPER WERE THE COMPUTER STARTER ARTICLES AND INFORMATION ON BBS SYSTEMS.

AFTER A DEMO OF A CHESS GAME AND GROUP DISCUSSIONS THE MEETING ADJOURNED AT 3:30. THERE WERE 10 MEMBERS PRESENT.

Nominations for Cin-Day Officers:  
(As it stands 12/02/87)

DAYTON:

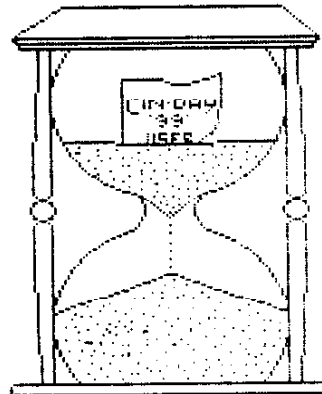
President .....	Rick Kellogg
Secretary .....	Frank Larrick
Treasurer .....	Jim Susco

CINCINNATI:

President .....	open
Secretary .....	open
Treasurer .....	Ken Carpenter

The librarians are appointed by the respective presidents, but get your name in for this or any of the above.

YOU'RE RUNNING



OUT OF

TIME

SUPER RAFFLE II

IS NEXT MONTH

**DON'T MISS OUT!**



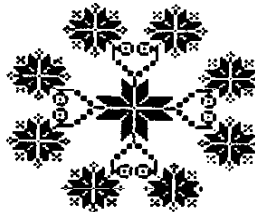
DECISION MAKER Program: by Rick Kellogg / CIN-DAY USER GROUP

Here is a short program written in BASIC, but it also runs (a little faster) in EXTENDED BASIC. It is not really a tutorial on how to write a program, especially for me because I like to write 'top down' style. ie. code as you go! But there are some nice routines in the program and the speed of the program is just about right. So those of you with 32K and disk drives, load up your copy of 'CHECKSUM', (it's in our library) and tap in this little program. Those of you with the 'bare bones' system can still key in the program, but just type carefully to avoid those nasty bugs! P.S. The decisions made by this program are based upon the computer's random number generator, they have no reflection on the decision making abilities of this programmer...I think! Gee, maybe I need to run this program...

```

100 REM *****
    * Decisions *
    *   Decisions   *
    *   Decisions   *
    *****
!085
110 REM  by:  Rick Kellogg
        CIN-DAY USER GROUP
        10/21/87 !095
120 REM  Basic or Ext.Basic
        CHECKSUMMED !231
130 CALL CLEAR !209
140 CALL SCREEN(15)!200
150 FOR A=1 TO 9 !056
160 CALL COLOR(A,2,15)!040
170 NEXT A !215
180 CALL CHAR(104,"FF8181818
18181FF")!108
190 CALL CHAR(112,"007E7E7E7
E7E7E")!035
200 CALL CHAR(94,"FFFF")!193
210 CALL CHAR(95,"0000000000
00FFFF")!014
220 CALL CHAR(96,"8080808080
80808")!198
230 CALL CHAR(97,"0101010101
010101")!192
240 CALL COLOR(10,2,15)!018
250 CALL COLOR(11,6,2)!226
260 CALL HCHAR(1,2,94,30)!17
5
270 CALL HCHAR(4,2,94,30)!17
8
280 CALL HCHAR(21,2,95,30)!2
27
290 CALL UCHAR(1,1,97,21)!19
1
300 CALL UCHAR(1,31,96,21)!2
42
310 GOSUB 1260 !064
320 B=2 !251
330 C=5 !255
340 AS="COMPUTER DECISION MA
KER" !110

```



```

350 GOSUB 930 !245
360 B=6 !255
370 C=7 !001
380 AS="DEFINITELY" !225
390 GOSUB 930 !245
400 B=10 !043
410 AS="NEVER" !111
420 GOSUB 930 !245
430 B=14 !047
440 AS="WHY NOT" !250
450 GOSUB 930 !245
460 B=18 !051
470 AS="POSSIBLY" !103
480 GOSUB 930 !245
490 B=6 !255
500 C=21 !046
510 AS="FORGET IT" !119
520 GOSUB 930 !245
530 B=10 !043
540 AS="ASK AGAIN" !082
550 GOSUB 930 !245
560 B=14 !047
570 AS="FOR SURE" !056
580 GOSUB 930 !245
590 B=18 !051
600 AS="NOT NOW" !246
610 GOSUB 930 !245
620 RANDOMIZE !149
630 D=1 !252
640 B=24 !048
650 C=8 !002
660 AS="< PRESS ANY KEY >" !
083
670 GOSUB 930 !245
680 GOSUB 980 !039
690 CALL HCHAR(23,1,32,64)!2
25
700 B=23 !047
710 C=2 !252
720 AS="< YOU MAY ASK YOUR Q
UESTION >" !203
730 GOSUB 930 !245
740 B=24 !048

```

```

750 AS="< THEN PRESS ANY
KEY >" !142
760 GOSUB 930 !245
770 CALL KEY(3,E,F)!171
780 IF F=0 THEN 770 !255
790 G=INT(RND*20)+10 !243
800 FOR D=1 TO G !128
810 GOTO 980 !038
820 NEXT D !218
830 B=23 !047
840 AS="< HERE IS YOUR AN
SWER >" !192
850 GOSUB 930 !245
860 B=24 !048
870 AS="< PRESS ANY KEY FOR
ANOTHER >" !151
880 GOSUB 930 !245
890 CALL KEY(3,E,F)!171
900 IF F=0 THEN 890 !119
910 GOSUB 1260 !064
920 GOTO 700 !013
930 FOR H=1 TO LEN(AS)!228
940 I=ASC(SEGS(AS,H,1))!162
950 CALL HCHAR(B,C+H-1,I)!05
4
960 NEXT H !222
970 RETURN !136
980 J=INT(RND*2)+1 !148
990 K=INT(RND*4)+1 !151
1000 IF J=1 THEN 1010 ELSE 1
030 !072
1010 J=5 !006
1020 GOTO 1050 !109
1030 IF J=2 THEN 1040 !020
1040 J=19 !060
1050 IF K=1 THEN 1060 ELSE 1
080 !174
1060 K=6 !008
1070 GOTO 1160 !219
1080 IF K=2 THEN 1090 ELSE 1
110 !235
1090 K=10 !052
1100 GOTO 1160 !219
1110 IF K=3 THEN 1120 ELSE 1
140 !040
1120 K=14 !056
1130 GOTO 1160 !219
1140 IF K=4 THEN 1150 !133
1150 K=18 !060
1160 CALL HCHAR(K,J,112)!151
1170 CALL SOUND(10,(110*K),0
)!194
1180 IF G=D THEN 1190 ELSE 1
200 !238
1190 GOTO 830 !144
1200 CALL HCHAR(K,J,104)!152
1210 IF G>0 THEN 1220 ELSE 1
230 !225
1220 GOTO 820 !134
1230 CALL KEY(3,E,F)!171
1240 IF F=0 THEN 980 !209
1250 RETURN !136
1260 FOR L=6 TO 21 STEP 4 !0
74

```



1270 CALL VCHAR(L,5,104)!091  
1280 CALL VCHAR(L,19,104)!14  
1290 NEXT L !226  
1300 RETURN !136

UH OH!  
SORRY ABOUT THIS

**FONT OF THE MONTH: By Rick Kellogg**

Here is font #2 in the series of of fonts presented for you to try and use in screen displays in your programs. As stated before, these fonts are not always complete, so feel free to modify and/or expand them to meet your requirements.

**FONT #2: COMPUTER CAPS:**

LETTER	ASCII	HEX CODE
A	65	003E222227E6262626
B	66	007C444447C62627E
C	67	007C4C4C40404447C
D	68	007C62626262627C
E	69	003C20203C30303C
F	70	007C606078202020
G	71	007CCCCC0CCC47C
H	72	004444447E666666
I	73	0010101018181818
J	74	000808080C0C4C3C
K	75	004448507C646464
L	76	001010101030303E
M	77	00466E5646464646
N	78	00446464546C6C64
O	79	007C44446464647C
P	80	007C44447C606060
Q	81	007C444444544C7E
R	82	007C44447C626262
S	83	007C44407C04647C
T	84	007C1C1010101010
U	85	004C4C4C4C4C4C7C
V	86	004C4C4C4C2C2810
W	87	006262626A6A7662
X	88	0044442810284444
Y	89	0044444438303030
Z	90	007C440810204C7C
0	48	003E22222A2A223E
1	49	0018080808081C1C
2	50	003C04043C20203C
3	51	003808083C0C0C3C
4	52	006066667E060606
5	53	003E20203E0E0203E
6	54	003C2420203E223E
7	55	003E220204080808
8	56	003C24247E66667E
9	57	003E22223E060606

**COMPUTER CAPS:**

YOU CAN MIX WITH OTHER TEXT

THE COMPUTER WHIRRED AND  
CLICKED AND SAID: "THOU  
SHALL NOT PULL THE PLUG!"  
SO WE DID...

C TUTORIAL #2  
by Jim Susco (editor Cin-Day News)



I have listed two files (below) that I put on my Funnelled disk and use quite often:

'DSK1.BOLD'

```
.CO A PRINTER CODE
'bG'bEc
.CO THIS IS BOLD AND EMPHASIZED
```

'DSK1.CONDENSED'

```
.TL 125:27,15
.CO A PRINTER CODE
'bG'bEc
.CO THIS IS BOLD AND EMPHASIZED
```

The dot command ".if" means 'include file', although in this case the two files are mostly non-printing comments (.co) which is the equivalent of enclosing lines in C with /\* \*/, and control codes for my printer. I could have had a letter heading or a logo such as the one I have in a file to create the back page of this newsletter. These include files are for things that you use quite often but don't want to type in everytime. It saves a considerable amount of time if these functions are quite long. It also saves debugging time if you already have a routine that you know is debugged.

For example, in my Label.c program (August, 1987), I had the function atoi at the bottom of the program:

```
/* n=atoi (s) - convert string to integer
atoi (s) char *s; /* name function, passing variable, s is a character pointer*/
( int sign,n; /* sign, n, and s are local variable */
  while(*s==' ')++s; /* do while loop if s is empty, increment s if not empty*/
  sign=1;
  if(*s=='-') { sign=-1; ++s; } /*small if loop within ( )s */
  if(*s=='+') ++s;
  n=0;
  while((*s>='0')&(*s<='9')) n=10 * n + *(s++) - '0';
  return(sign*n); /* return to MAIN program */
}
```

I added a few notes to it this time. This is a very handy routine since the compiler only works in terms of numbers. You either have an integer or a ASCII representation of a number.

```
'A' = 65
'5' = 53
```

ASCII is the standard information interchange for computer devices.

All you have to do to use another file(s) in your program is to use the compiler directive

```
#include "DSK2.xxxxxx"
```

at the beginning usually of your program ( the 'x's stand in place of whatever you wish to type in). In most programs you will write will have '#include "DSK2.STDIO"' which sets up the standard Input/Output functions and some definitions that come in handy. Most of the files on the Disks that you get on C are includeable files such a binary file handling or graphics.

This files are separate, standalone mini-programs that can be compiled and linked at running time such as the CFIO support file. Huge files such as these can be stored in much smaller files after they have been compiled and assembled to machine code. Using local variables and passing variable parameters are some of the main tools used to separate subroutines so that they can be independently developed (possibly by other programmers in a team effort) that can be stockpiled into a library of subroutines that can be used over-and-over again by many people. In a large company and on a mainframe computer several hundred people can use the same files under the cheaper site license than separately buying each a library or reinventing the wheel, so to say, and using up all that valuable time and storage room.

When running programs to linked together you use option 3 on the E/A module.

- 1) Enter filename:  
DSK1.LABEL <enter>
- 2) Enter filename:  
DSK1.CSUP <enter>
- 3) Enter filename:  
DSK1.CFIO <enter>
- 4) Enter filename:  
<enter>
- 5) Program Name:  
START <enter>

Or as Paul Coleman (who wrote Designer Labels for his Nameloc software company in C) suggests, look on page 12 [10 in mine] of the documentation that comes with the C99 package (usually with first version) or look on page 420 of the Editor/Assembler manual under information on the 'SAVE' utility (found on disk 'B' of the E/A package).

Basically, you do the following:

- 1) Select E/A option 3 - LOAD&RUN
- 2) Load file C99PFI (on C99 and Funnelweb disks)
- 3) Load file compiled & assembled c99 file (i.e. the object file resulting from your source code)
- 4) Load all standard support files (such as CSUP, PRINTF, etc.)
- 5) Load file C99PFF (on c99 disk)
- 6) Load file 'SAVE' (on disk B of E/A)
- 7) Press <enter>; enter 'SAVE' for "Program name?"; press <enter>
- 8) you will be prompted for a file name to save your stand-alone program under. [you load only one filename from now on under E/A option 5 or Funnelweb -Ed.]

He says he hasn't had any trouble with the above procedure and this was exactly how he created the program files you can find on the Designer Labels disk. He also included a shareware program at no cost for loading a E/A cartridge emulator program on the disk. (Nameloc Software, 3971 SE Lincoln, Portland, OR 97214 (1-503) 231-0723. I've found his programs to be very helpful and documentation illuminating. Thanks, Paul.

Make sure you have the right versions of the C program files since you will be getting them probably from different disks. To solve this problem, I put all the above files, together with the C compiler files and the E/A files on one disk (I have double-sided drives).

One other note, Micropendium has an article that footnotes the above procedure also. (It came out after I wrote this.)

Happy Holidays



TI BITS \* Number 5  
By Jim Swedlow

[This article originally appeared in the User Group of Orange County, California ROM]

#### DISPLAY VARIABLE 80 FILES \* MULTIPLAN AND TI WRITER

The DV80 file is TI'S workhorse. TI Writer uses this format. If you open a file without specifying a type <OPEN #1:"DSK1.MYFILE">, it will be DV80. Assembly language source code files are DV80. This month we will cover some interesting aspects of these files as they are used by TI Writer and Multiplan.

First, you can save a Multiplan spreadsheet as a DV80 file on disk. Then, later, you can use that DV80 file for printing or for merging into a TI Writer file. You choose Print and then File. You must be careful to use a different file name than the one you used to save your spreadsheet as, unlike Transfer Save, Multiplan does not warn you if you are about to overwrite an existing file.

Just as when printing on a printer, you can control the margins and page format with Print Margin. One of the items that Print Margin lets you set is Print Width. If you set this to a number greater than 80, Multiplan will write a DV80 file wherein each record is longer than 80 characters.

Should you attempt to read such a file with a BASIC program, your system will produce a strange error code and lock up. Apparently the folks at TI thought that a DV80 file couldn't have a record longer than 80 characters so their error handling language does not consider that possibility.

TI Writer, however, will read this illegal file. It will only input the first 80 characters in each record but it is just about the only way to access the file (another is a disk sector editor).

Incidentally, TI Writer is very forgiving when reading files. More than once I have used TI Writer on a file with a glitch that prevented me from reading it. First I loaded the file into the Text Editor and then I saved the file back to disk. This process can remove a glitch.

#### QUOTES OF THE MONTH

For those who like this kind of a book, this is the kind of a book they will like.

---A book review by A. Lincoln

Knowledge comes but wisdom lingers.

---Tennyson

#### TWO TI WRITER TIPS

The Formatter makes sure that you have two spaces after each period. This can cause such strange things as:

Mr. Smith  
1023 N. Fargo Street

These extra spaces jump off the page to the reader as simply wrong. The easiest way I have found to solve this is to use the ^ sign to control the spacing. Mr.^Smith will print with just one space as will 1023 N.^Fargo Street.

The other tip concerns writing a on-disk note using the Editor. You might be writing some documentation or a disk-letter. If you save your final version to disk using Save File, the last record will contain the margin and tab information and will cause the final print line to have strange characters. The solution is to save your final version using Print File. Just enter the Disk File name and your on disk file will have only your text.

#### WORD OF THE MONTH

AVATAR - the descent of a deity to earth in an incarnate form; the incarnation of a god; any embodiment or manifestation of an abstract quality, attitude, concept or principle in a person.

"[His] piano teacher . . . was reportedly an avatar of the romantic giants of the 19th century."

#### A TI RESOURCE

Looking for a program to do something but you can't find one that meets your needs? The Amnion Helpline Free Access Library is one of the largest public domain collections for the TI. To quote: "send me a note telling me as specifically as possible what you want. . . . I will go through the library and extract the programs that seem to fit your needs and send them to you. Naturally, the more specific the request, the better I can help."

This is a non-profit effort. For more information and current prices, write to: Amnion Helpline, 116 Carl Street, San Francisco, CA 94117. Be sure and send a self addressed stamped envelope (SASE). They will send you general information about the Helpline and answer your inquiries.

TI BITS \* Number 6  
By Jim Swedlow

[This article originally appeared in the User Group of Orange County, California ROM]

FORMATTING DISK TEXT FILES

This month we will explore further into using TI Writer and disk files as output. Two simple utility programs accompany this article. **NOTE: THESE 2 PROGRAMS ARE ON DISK #24 "WRITER/AID"**

First, a bit about what the Text Formater does. If you include the command ".FI:AD", the Formatter will right justify your text (so both the right and left columns are straight lines). When you save a file to disk from the Editor, however, you have a "ragged right" (or not right justified). If you want right justification on disk (and to use the other features of the Formatter), all you do is specify a disk file name as the Print Devicename in the Formatter.

There is a small hitch. Each and every line in the disk file will end in a line feed <CHR\$(10)>. Then if you print that file without adding ".LF" to the printer name, your text will be double spaced. It will even be stranger if you use underlining and bold face.

The reason is that the Formatter expects to output to a printer. Since line feed and carriage return are about the only two universal printer command codes, the folks who wrote TI Writer had to come up with a way to do bold face and underline using only those two commands.

Here is what they did. Most printers will advance the print one line when they receive a line feed and return the print head to the left column when fed a carriage return.

To underline a word, print the line, execute a carriage return (so that the print head goes back to the beginning of the same line) and print underline characters (FCTN U) under the word to be underlined. Then send line feed and a carriage return and start the next line. Bold face is similar except that TI Writer prints the bold face word four times.

You add ".LF" to the printer name in the Formatter so that TI Writer can control when line feeds are sent. All of this is fine for a printer but not for a disk file.

If you are going to save your formatted text to disk, first do NOT use either bold face or underline. After you have run it

thru the Formatter, you must load the formatted file into the Editor and then save it back to disk. Why? Well, if a line has 80 characters, the Formatter will add an LF to the end making it 81 characters long. Then when a basic program attempts to read that line, it will lock your system up. By loading and saving thru the editor, all lines are trimmed if they are over 80 characters long. Be sure and use Print File to save the file so that the Editor will not add the tabs (see last month's column).

Then use the program LF STRIPPER (elsewhere in this issue) to strip the line feeds from the ends of the lines.

CARRIAGE RETURNS

Sometimes when you load a text file into the Text Editor there are no carriage returns at the end of the paragraphs. This can cause some serious problems. With TI Writer, if you Reformat or Replace String, you will find all of your paragraphs merged into one huge one (FUNELWRITER won't do this).

The other program this month, CR ADDER, will add carriage returns at the end all paragraphs and to all blank lines. It also adds a carriage return to the end of lines that start with a period as they are probably Text Formatter commands.

A note about this program. One thing I had to resolve was how to add a carriage return to a line that was already 80 characters long. After a bit of experimenting, I came up with this (assuming that A\$ is the line and C\$ is CHR\$(13), the carriage return):

PRINT #2:A\$;C\$

Just as in printing to a printer, the semi-colon will ensure that the on disk file is properly set up.

However, I could have used this code:

PRINT #2:A\$&C\$

This works because the disk controller automatically breaks strings that are longer than the specified record length into record length pieces.





TIPS FROM THE TIGERCUB

023

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Several different routines have been published which will extract and save a specified series of lines out of a program, but this one by George Steffen of the L.A. 99ers is certainly the

best.

```
1 !SUBROUTINE EXTRACTOR by G
eorge F. Steffen. SAVE in ME
RGE format. MERGE into any p
rogram (with line 0 starting
above 0). RUN to extract
2 !selected lines. Deletes i
tself. Then BE SURE to SAVE
the selected lines in MERGE
format because the remaining
lines are still in memory!
3 CALL CLEAR :: CALL INIT ::
INPUT "Line numbers of rout
ine to be saved: First,Last?
":L,M :: G=256 :: CAL
L PEEK(-31952,M,I,J,K)
4 C=INT(M/6):: D=M-C16 :: F=
(J-6)*6+K :: FOR E=(M-6)*6+1
TO F STEP 4 :: CALL PEEK(E,
A,B):: IF A=C AND B=D THEN 6
5 NEXT E :: PRINT "LINE";M;
"NOT FOUND!" :: STOP !0P-
6 M=INT(E/6):: I=E-(6*M):: M
=M+6 :: C=INT(L/6):: D=L-C16
:: FOR E=E+4 TO F STEP 4 ::
CALL PEEK(E,A,B):: IF A=C A
ND B=D THEN 8 !0P-
7 NEXT E :: PRINT "LINE";L;
"not found!" :: STOP !0P-
8 E=E+3 :: J=INT(E/6):: K=E-
(6*J):: J=J+6 :: CALL LOAD(-
31952,M,I,J,K):: STOP !0P-
```

The enhancements to my Menu Loader, published in Tips 022, contained an error. Please change line 413 to read -

```
413 INPUT #2:P% :: PRINT M%
:: IF EOF(2)THEN 416
```

Some folks were interested in the idea of a program that writes a program, so let's write a program that will write a program to list the token codes that you need to use to write a program that will write a program -

```
100 OPEN #1:"DSK1.TOKENLIST"
,OUTPUT,DISPLAY ,VARIABLE 16
3 :: FOR M=129 TO 254 :: L1=
INT(M/256):: L2=M-256*!L1
110 PRINT #1:CHR$(L1)&CHR$(L
2)&CHR$(131)&CHR$(M)&CHR$(0)
:: NEXT M
120 PRINT #1:CHR$(255)&CHR$(
```

255):: CLOSE #1 :: END

Key that in and SAVE it just in case, then RUN it. When READY, type NEW, then MERGE DSK1.TOKENLIST. Now LIST it and you will see a list of ASCII codes 129 through 254 and their token meanings. Delete lines 171 through 175, 185, 190, 226 through 231, and 242. Change the definition of 199 to QUOTED STRING, of 200 to UNQUOTED STRING, and add line 255 END OF FILE.

You don't need all those exclamation points, so change the program to a DIS/VAR 80 file by LIST "DSK1.TOKENLIST". Then key in this little routine.

```
100 OPEN #1:"DSK1.TOKENLIST"
:: OPEN #2:"P10"
110 LINPUT #1:A# :: PRINT #2
:SEG$(A#,1,4)&SEG$(A#,6,LEN(
A#)):: IF EOF(1)<>1 THEN 110
120 CLOSE #1 :: CLOSE #2 ::
END
```

RUN it, and print out a list of all the token codes. More on this next month - if someone buys a few programs so that I can afford another month.

Now that we've done about all that we can with the Menu Loader, here is another version to use on your finalized library disks of programs. It lacks the features that you will no longer need, but will list your programs by their full names, up to 24 characters long.

```
100 !NAMELOADER by A. Kludge
/M. Gordon/T. Boisseau/J. Pe
terson/etc.
110 CALL CLEAR :: CALL SCREE
N(5):: FOR S=1 TO 14 :: CALL
COLOR(S,7,16):: NEXT S :: C
ALL VCHAR(1,31,1,96):: CALL
COLOR(0,2,16)
120 OPTION BASE 1 :: DIM P#(
99),N$(99)
```

```
130 ! List the full names of
the programs on the disk in
the DATA statements, in the
sequence in which they are
listed by an ordinary disk
cataloger program
140 !Then SAVE this program
under the filename LOAD
150 DATA
160 DATA
170 DATA
180 DATA
190 DATA END
200 FOR J=1 TO 99 :: READ N#
(J):: N$(J)=SEG$(N$(J),1,24)
210 IF N$(J)="END" THEN N$(J
)=" " :: GOTO 230
220 NEXT J
230 IMAGE #0
240 DISPLAY AT(1,4):"TIGERCU
B NAMELOADER"
250 D#="DSK1." :: OPEN #1:D#
,INPUT ,RELATIVE,INTERNAL ::
INPUT #1:P#
260 FOR I=1 TO 99 :: IF I/20
<>INT(I/20)THEN 290
270 DISPLAY AT(24,I):"Type 0
of choice or Enter 0" :: AC
CEPT AT(24,27)VALIDATE(DIGIT
)SIZE(-3):K :: IF K=0 THEN 2
80 :: IF K>0 AND K<NN+1 THEN
390 ELSE 270
280 I=I
290 I=I+1 :: IF I>127 THEN K
=I :: GOTO 370
300 INPUT #1:P% :: NN=NN+1
310 IF LEN(P#)=0 THEN 350
320 DISPLAY AT(I+3,2):USING
230:MM :: DISPLAY AT(I+3,5):
N$(NN):: P#(NN)=P#
330 CALL KEY(0,KK,ST):: IF S
T=0 THEN 340 :: FLAG=1 :: GO
TO 350
340 NEXT I
350 DISPLAY AT(I+4,1):" " ::
DISPLAY AT(I+5,2):USING 230
:MM+1 :: DISPLAY AT(I+5,6):"
Terminate"
360 DISPLAY AT(I+6,1):" C
hoice?" :: ACCEPT AT(I+6,16)
SIZE(2)VALIDATE(DIGIT):K ::
IF K<>NN AND K<>NN+1 THEN 38
0
370 IF K=NN+1 THEN CALL CLEA
R :: CLOSE #1 :: END
380 !IF K(1 OR K)99 OR LEN(P
#(K))=0 THEN 350
390 CLOSE #1
400 CALL INIT :: CALL PEEK(-
31952,A,0):: CALL PEEK(A#256
```

```

+B-6534,A,B):: C=A*256+B-65
534 :: A=001P68(K):: CALL L
DAD(C,LEN(A))
410 FOR I=1 TO LEN(A):: CAL
L LOAD(C+I,ASC(SEG(A,I,1)))
):: NEXT I :: CALL LOAD(C+I,
0)
420 CALL VCHAR(1,3,32,672)::
CALL SCREEN(0):: FOR S=0 TO
14 :: CALL COLOR(9,2,1):: M
EXT S :: DISPLAY AT(12,2):"L
OADING *;M(K)
430 RUN "DSK1.1234567890"

```

Last month I forgot to have anything for the kids, or anything in Basic, so -

```

100 CALL CLEAR
110 REM by Jim Peterson of
Tigercub Software
120 PRINT TAB(1);"::::AUTOMA
TIC MOUSE MAZE::::": : : "
Choose your mouse and": "wa
tch it try to find its way"
130 PRINT "through the maze.
": " When one of the mice
has": "taken 50 extra steps,
the": "cat gets it!"
140 PRINT : "Touch any key"
150 CALL KEY(0,K,ST)
160 IF ST<1 THEN 150
170 CALL CLEAR
180 CALL CHAR(120,"007BF8FFF
E78")
190 CALL CHAR(121,"1038387C7
C7C7C38")
200 CALL CHAR(122,"387C7C7C7
C383810")
210 CALL CHAR(123,"001E7FFF7
F1E")
220 CALL CHAR(128,"001E61B16
11E")
230 CALL CHAR(129,"384444444
4242410")
240 CALL CHAR(130,"102828444
4444438")
250 CALL CHAR(131,"007888818
678")
260 CALL SCREEN(5)
270 T1=610
280 T2=610
290 CALL CHAR(136,"FFFFFFF7
FFFFFF")
300 CALL COLOR(14,16,16)
310 CALL COLOR(13,2,16)
320 CALL COLOR(12,2,16)
330 R=10
340 GOSUB 1460

```

```

350 R1=10
360 C=2
370 C1=2
380 CALL HCHAR(R,C,136,2)
390 C=C+1
400 M=120
410 M2=120
420 RANDOMIZE
430 A=(INT(20RND)+1)82
440 B=(INT(10RND)+1)
450 ON B GOSUB 470,470,470,4
70,510,510,550,550,590,590
460 GOTO 420
470 IF C+A>30 THEN 630
480 CALL HCHAR(R,C,136,A)
490 C=C+A
500 RETURN
510 IF R+A>20 THEN 540
520 CALL VCHAR(R,C,136,A)
530 R=R+A
540 RETURN
550 IF R-A<2 THEN 580
560 CALL VCHAR(R-A+1,C,136,A
)
570 R=R-A
580 RETURN
590 IF C-A<3 THEN 620
600 CALL HCHAR(R,C-A+1,136,A
)
610 C=C-A
620 RETURN
630 CALL HCHAR(R,C,136)
640 C=C+1
650 IF C<31 THEN 630
660 R2=R
670 C2=C
680 CALL HCHAR(R1,C1,M)
690 CALL HCHAR(R2,C2,M2)
700 Y=Y+1+(Y=2)82
710 IF Y=2 THEN 1020
720 CALL HCHAR(R1,C1,136)
730 ON M-119 GOTO 800,900,74
0,850
740 IF C1=31 THEN 950
750 CALL GCHAR(R1,C1+1,6)
760 IF 6=32 THEN 850
770 C1=C1+1
780 M=120
790 GOTO 950
800 CALL GCHAR(R1-1,C1,6)
810 IF 6=32 THEN 740
820 R1=R1-1
830 M=121
840 GOTO 950
850 CALL GCHAR(R1+1,C1,6)
860 IF 6=32 THEN 900
870 R1=R1+1
880 M=122
890 GOTO 950
900 CALL GCHAR(R1,C1-1,6)

```

```

910 IF 6=32 THEN 800
920 C1=C1-1
930 M=123
940 GOTO 950
950 CALL HCHAR(R1,C1,M)
960 IF (C1=31):(C2=2)THEN 13
20
970 IF C1<31 THEN 700
980 T2=T2-10
990 CALL SOUND(50,T2,5)
1000 IF T2=110 THEN 1340
1010 GOTO 700
1020 CALL HCHAR(R2,C2,136)
1030 ON M2-127 GOTO 1040,120
0,1090,1150
1040 CALL GCHAR(R2+1,C2,6)
1050 IF 6=32 THEN 1090
1060 R2=R2+1
1070 M2=129
1080 GOTO 1250
1090 IF C2=2 THEN 1250
1100 CALL GCHAR(R2,C2-1,6)
1110 IF 6=32 THEN 1150
1120 C2=C2-1
1130 M2=128
1140 GOTO 1250
1150 CALL GCHAR(R2-1,C2,6)
1160 IF 6=32 THEN 1200
1170 R2=R2-1
1180 M2=130
1190 GOTO 1250
1200 CALL GCHAR(R2,C2+1,6)
1210 IF 6=32 THEN 1040
1220 C2=C2+1
1230 M2=131
1240 GOTO 1250
1250 CALL HCHAR(R2,C2,M2)
1260 IF (C2=2):(C1=31)THEN 1
320
1270 IF C2>2 THEN 700
1280 T1=T1-10
1290 CALL SOUND(50,T1,5)
1300 IF T1=110 THEN 1370
1310 GOTO 700
1320 CALL HCHAR(1,1,32,760)
1330 GOTO 330
1340 GOSUB 1460
1350 PRINT "THE CAT GOT THE
WHITE MOUSE": :
1360 GOTO 1390
1370 GOSUB 1460
1380 PRINT "THE CAT GOT THE
BLACK MOUSE": :
1390 PRINT "TO PLAY AGAIN, T
OUCH ANY KEY"
1400 CALL KEY(0,K,ST)
1410 IF ST<1 THEN 1400
1420 T1=610
1430 T2=610
1440 CALL HCHAR(1,1,32,760)

```

```

1450 GOTO 330
1460 CALL HCHAR(23,1,32,32)
1470 PRINT CHR$(120);(610-11
)/10;TAB(20);CHR$(120);(610-
T2)/10
1480 RETURN

```

Did you know that ACCEPT AT(1,0) will accept a full line of 28 characters? Did you know that ACCEPT AT (R,0)SIZE(-28) and Enter will accept everything on row R? And did you know that ACCEPT M0 will accept a string of 255 characters?

Need a filler, so -

```

100 !MUSICAL BARGRAPH by Jim
Peterson
110 CALL CLEAR :: CALL SCREE
N(5):: FOR J=2 TO 14 :: X=J-
(J/4):: CALL COLOR(J,1,1)::
NEXT J
120 DIM M$(13),N$(13):: M$="(
00MPX"HPX"&CHR$(128)&CHR$(11
36):: FOR J=1 TO 13 :: M$(J)
=SEG$(M$,J,1):: DISPLAY AT(J
+6,1)SIZE(1):M$(J):: NEXT J
130 X=110 :: FOR J=1 TO 13 :
: N$(J)=I1.059463094^(J-1)::
NEXT J
140 A=INT(13RND+1):: B=INT(
25RND+1):: DISPLAY AT(A+6,2
)SIZE(28):RPT$(M$(A),B):: CA
LL SOUND(B*40,N(A),0,N(A)*2+
4,0,N(A)*4+6,0)
150 DISPLAY AT(A+6,2):" ::
GOTO 140

```

MEMORY FULL

Jim Peterson

STAR PRINT-HEAD REPAIR:-

One of the attractive features of the Star Micronics Gemini series printers (and also some of the later models) is the "user replaceable" print-head. As it turns out, there are a couple of drawbacks to this. One is the price of the print-head, the last one of which I bought was, in 1983, \$56. The other is pretty serious, and that is the unavailability of replacement heads. When my 15X head went out, I requested a replacement from three local suppliers, and one on the mainland, and 11 months later, I have yet to see one. Being in the position of needing to use my printer, and at the same time having to wait for the ordered part, (which at the time I figured would be at worst a week), I decided to attempt a temporary patch-up. That temporary fix has lasted till now & shows every indication of being as good as new. And since the head on my 10X just developed the same problem, I have gone ahead, and repaired it in the same way, and I figured that the solution would be of use to other users of Star Micronics Printers.

The problem that has occurred in my print-heads, is that the guide, for the impact-matrix pins (that make the "on-bits") comes loose. This guide is small (1x4x6 mm) piece of red glass or corundum (ruby) that is inset flush with the front of the print-head body. The symptoms when this happens are that the characters printed lose their sharpness, and/or the head tends to drag the ribbon on the paper, making a gray smudge on the paper wherever the head travels, no-matter how you set the head for paper thickness.

However the pin-guide is held in place at manufacture, it can be re-fastened in place by gluing it. It takes a bit of care to do this, because no glue must be allowed to get into the pin slot. I have found the easiest way to deal with the head is to completely remove it from the

printer. Get comfortable at a work table, and with tweezers, a needle (or pin) and some paper towel, lift the pin-guide out of the head. Now wipe the guide clean of ink & dust. It may be necessary to clear the pin slot with the corner of a piece of paper. Then, with the needle, carefully clean out the recess in the head (where the guide goes) to get out all the inky ribbon-lint, taking care to get the corners all clear and taking special care NOT TO BEND ANY OF THE PINS.

Now, GENTLY place the pin-guide over the recess, precisely lining up the pin-slot with the row of impact pins. With a finger-tip press lightly downward, and wiggle the guide until the pins slip into the slot. (The guide will sort of rock on the pins until they line up and then it will "fall" into place in its recess.) The guide is seated properly when its front is flush with the rest of the head and all of the pins are just flush with it. (The pins must not be recessed or protrude.)

Now dip the needle in some glue and apply it to the crack around the outside edge of the guide. (I used a plastic glue, like the kind used for models, but epoxy should also work. (Crazy glue is too fluid and may get on the pins.) Be sure the glue is fluid enough to go into the crack between the guide and the head, but do not allow it to get in the slot area. Let the glue dry, & re-apply until the crack is filled completely after drying. It is OK if the glue builds up a ridge, as long as it doesn't get on the pins.

After thoroughly drying, use a SHARP knife with a gentle sawing motion to slice the excess glue off of the face of the print-head. Be sure that the front surface is flat and flush with the impact-pins. Then reinstall the print-head in head carriage, and the printer is ready to go back on line.

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NEXT DAYTON MEETING: Combined Elections, 12:00 Noon. January 16, 1988, 12:00

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