



THE CIN-DAY NEWS



MAY - JUNE - JULY - AUGUST 1998

As you all know, unforeseen events can have a major effect on our lives. Recently our own Cin-Day User Group has had to wage our own battle. Yes, we have had to wage our own war on rising costs, and nefarious circumstances. And I am proud to say that we won the day! We are back once again bringing you our loyal supporters the newsletter that you all want and deserve. Times are tough right now, but as they say "When the times get tough the tough get going." And we are now once again a force to be reckoned with. We have not been idle these past months, but have used this time to renew our strength so to speak. (Our treasury has grown immensely without the burden of printing costs.) We have been making changes in the format of our newsletter, as you can see by this edition. Thus enabling us to keep costs low, while giving a more easily readable newsletter.

But it is the support of the Members that keep us going. And I would like to say Thank You! to all the people who have been so patient throughout this.



: QUICK LABEL :
: Dr. Roy T. Yamashiro :

Word processors are wonderful for preparing letters but they are usually not set up to do the envelopes or labels for mailing. The program listed below (QUICK LABEL), which runs on TI-BASIC or TI-Extended BASIC, will prepare an envelope or address label.

Type in the program below and save it on cassette or disk. When you run the program, you are asked for the PRINTER NAME. Normally this is PIO or RS232 (with extensions). Then select "Normal" or "Elite" characters. Select normal for most cases. If you select "elite" you must know the "printer codes" to enter at the next prompt. Press (Enter) if there are no printer codes needed. Then select envelope size: Business (9.5 X 4 inches), Seal (6.5 X 3.5 inches), or none.

You are then prompted to type a label of up to six lines. Press (Enter) after each line. You may start over at any time by pressing ERASE (FCTN-3). After this, you may correct or print the label. Select the location from the choices given. Place the envelope in the printer as far to the left as possible, with the top edge of the envelope just above the print head. The program automatically calculates where to print according to the envelope size and character type you chose.

```
100 REM*****
110 REM QUICK LABEL 1
120 REM*****
130 REM AUTHOR:ROY YAMASHIRO
,ED,B
140 CLR THE COMPUTER BRIDGE,
OCT 1984
150 GOSUB 1030
160 PRINT "Type PRINTER NAME
"
170 INPUT "such as PIO or RS
232,or*****"PR
180 PRINT "Character size:
14" (Normal), 24(Elite)"YOUR
CHOICE:"
190 CALL KEYS(,C,3)
200 IF (S=0)+(K=9)+(C=5)THEN
ON PR
210 PRINT CHOICE
220 CLR=0+(C=17)
230 PRINT "Enter PRINTER CO
DES, or "3"press (Enter) if
none."
240 INPUT "PRIN. Code (press
on spaces)"CODE
250 IF CODE="" THEN 300
260 FOR I=1 TO LEN(CODE)
270 C=ASC(LEFT(CODE,I,1))
280 C=C-ASC("A")+ASC("a")+1
290 NEXT I
300 OPEN FILE#1
310 PRINT #1:CN
320 PRINT "Envelope Size:"
330 IF (C=1)+Business, 2=Seal, 3=No
n
a:"YOUR CHOICE:"
330 GOSUB 1000
340 IF (K=9)+(C=1)THEN 330
350 IF (C=2) THEN 370
360 EX. 23(1,2,7)
370 GOSUB 1020
380 PRINT " : : : : :
: : : : :
: : : : :
390 CALL NOMR(,1,45,20)
400 CALL NOMR(,1,32,15)
410 CALL NOMR(,1,15,20)
420 PR="12"Type your label ab
ove."
430 GOSUB 940
440 PR="12"Enter/next. CEM
30:press.
450 GOSUB 940
460 FOR C=5 TO 10
470 FOR O=5 TO 30
480 CALL NOMR(,C,O)
490 CALL NOMR(,C,30)
500 CALL KEYS(,C,1)
510 IF (C=9)+(O=1)THEN 500
520 IF (O=1) THEN 420
530 CALL NOMR(,C,O)
540 IF (O=1) THEN 500
550 IF (O=1) THEN 480
560 IF (O=1) THEN 480
570 CALL NOMR(,C,20)
580 C=C-1
590 IF (C=1) THEN 460
600 END
```

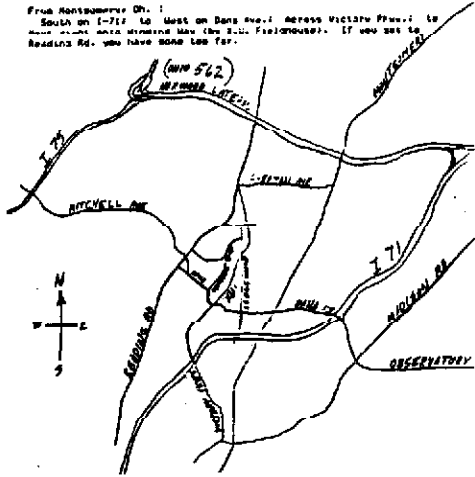
CIN-DAY USER GROUP
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The next CIN-DAY USER GROUP meeting-CINCINNATI CHAPTER
will be on Monday, 11 November 1990, 10:00 AM at the University
of Cincinnati, Ohio 45221 (513)461-4323 near Xavier University.
I hope this can help you and you can meet with us.

From Dayton :
South on I-75 to East on Harwood Lateral (OHIO 242) to South on
Reading Rd. to East on Bank Ave. to Left on Reading Ave (to I-75
Interchange). If you get to Victoria Place, or Montaberry Rd. you have
gone too far.

From Av. by I-75 :
North on I-75 to East on Harwood Lateral (OHIO 242) Then the
same as From Dayton.

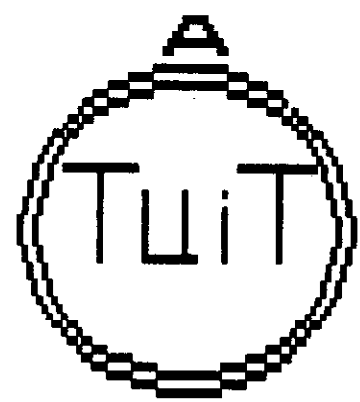
From Montaberry Oh. :
South on I-75 to West on Bank Ave. across Victoria Place to
Left on Reading Ave (to I-75 Interchange). If you get to
Reading Rd. you have gone too far.

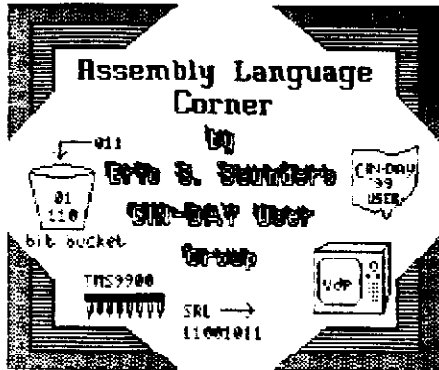


BIG EVENT

PLAN TO ATTEND
OUR UPCOMING COMBINATION
FOUNDER'S DAY / TI AUCTION
MAY 11, 1991
AT THE MIAMI UNIVERSITY CAMPUS
LOGAN T. JOHNSTON HALL
BRING ANY UNUSED TI ITEMS
FOR SALE OR TRADE!
BE THERE !

WE FINALLY GOT





We're are back, and we hope to stay that way for a long time. The CIN-DAY User Group has finally ironed out some of the problems in printing the newsletter. That means we can settle back into A/L lessons. Since last I wrote I've been conducting the Assembly Language SIG here in Dayton, OH and I've learned a few new things about AL programming and more importantly how to teach it to others. Many books start with number systems - binary, octal, hexadecimal - and move on to addressing modes and assembler directives, etc. Now it is very important to learn all these things, but it's also dry and boring. By the time you get to some interesting programming, if you still are programming, you're wondering why bother learning all this when XB is easier. True, but remember that A/L provides power beyond XB and access to that 8K of low memory in the expansion memory:

I decided to demonstrate A/L programming in a more useful manner to the SIG members, starting with displaying text on the screen and moving into graphics and sprites. This is the pattern I'll use in the ALC.

First we must understand how the Video Display Processor memory (known as VDP RAM) is laid out. The accompanying chart shows the area we're going to look at today. We'll fill in the blanks areas in future articles.

Your computer screen is really displaying the contents of the VDP memory. The top left corner of your screen is VDP RAM location $\times 0000$. The bottom right corner of the screen is VDP RAM location $\times 02FF$ (767 in decimal). This assumes we are using the normal (default) TI graphics mode of 32 columns by 24 rows. Each position on your screen is actually a memory cell in the Screen Image Table (SIT). The numbers are continuous and actually wrap around, so that the last character in row 1 is 31 ($\times 1F$ - remember, in A/L we always start with 0), and the first character in the second row is 32 ($\times 20$). A convenient formula for calculating a position on the screen is:

$$(ROW-1)*32 + (COL-1)$$

Therefore, if you want to print a character on row 7 at column 5, the actual location would be $(7-1)*32+(5-1)=196$. That's not so hard, huh? As you can see, A/L actually works like the DISPLAY AT command in XB.

Now how do we print to the screen? Actually, there are two ways, depending on how much we want to display. To print a single character we use the VDP Single Byte Write (VSBW) subroutine. To print more than one character, we use the VDP Multiple Byte Write subroutine. These subroutines are very similar and, with practice, become second nature.

To use VSBW, we must first place the desired screen location in R0. We can use a Load Immediate (LI) command or a Move Word (MOV) command to copy the location if it's stored in memory. The example below shows both methods. R1 must contain the character to print on the screen, in the Most Significant Byte (MSB). Again we can use LI, setting the immediate value to hold our character in the MSB. Alternatively, we can use Move Byte (MOVB) to copy one byte of memory into the MSB of R1. Why am I showing two ways to do this? I don't mean to confuse the issue, but at a later point, we will be accessing information we've stored in memory, and I want you to be thinking of how we can copy from memory into R1 to display the information on the screen. My example shows both ways to set up R1, but at this point the only one I really want you to understand is the LI.

With the character in the MSB of R1 and the screen location in R0, we can call the subroutine VSBW using the Branch and Load Workspace Pointer command. This is very similar to a GOSUB in XB. After the subroutine is executed it will return control back to the line following the one that called it. One other point to remember is that our computer doesn't know everything. We must first tell it that VSBW is a built-in routine and that we want to REFerence that utility. As you can see in the code, we place a REF VSBW at the top of our code so the computer can resolve all our references to that subroutine.

Using VMBW is just a slight variation to VSBW. R0 still points to the VDP address (screen location) to start the text. Instead of R1 hold the character to print, it points to the starting location in CPU memory where the text can be found. Notice in our program that we defined an area of memory to hold our message using the TEXT directive. Notice also the EVEN command. Don't worry what it's doing at this point, just remember that you should have it after your last BYTE directive, and/or after your last TEXT directive. Finally, put the length of the text you want to print into R2. This will tell the VMBW subroutine when to stop printing characters. Again, branch to the subroutine using a BWP command as shown in the example program. It's that easy!

Let's review how to create and run this program using Tony and Will McGovern's fabulous Funnelweb (FW) environment. If you do not have FW, contact your local user group - it's a must have! You can run this example

program with the E/A cartridge, but FW is much, much more convenient.)

(1) Select PROGRAM ED from the FW main menu and enter program as you see it. You may omit all the lines that start with an asterisk, these are comments in the program and do not affect how it runs (just like REMs or * in X8). Be sure to enter it exactly as you see.

(2) Save the file and quit back to the menu.

(3) Select ASSEMBLER to load the assembler program. If not already there, enter your source file name (the one you created) and the object file name (the one the computer will understand), leave the LIST device blank and leave the options at RC. When prompted press PROCEED (/CONT B) to assemble the program. If you have no typos, it will say 2000 Errors, Press <ENTER> to continue. Go on to step 4. If you have errors, re-edit the program and try again.

(4) Select 3 from the menu (LOADERS) and option 4 LOAD/RUN (E/A). If the object filename appears, press <ENTER>, or enter the object filename and press <ENTER>.

(5) The DEF TABLE CONTENTS should appear with the cursor under the name ALC6. Press PNUCLEJ and you'll see the program run. Remember, the only way to quit from this program is to reset the computer or turn it off.

I leave for you to try to print the letter B in the very first position on the screen and the very last. Try other things as well. Remember that you only learn by experiment and you can't hurt anything by trying.

Advanced users: You have everything you need here to clear the screen. Try writing a routine to print the letter E all over the screen, and another routine to clear the screen. Think about it!

DISASSEMBLE UNTIL NEXT TIME!

((-----))

VDP RAM

0000	Screen Image Table	
02FF	SIT	767
0300		768
	Other Video Tables	
3FFF		

* Assembly Language Corner
 * by Eric S. Saunders
 * CIN-DAY User Group
 * 09/30/90
 * ALC #6: Screen Messages
 * Filename: DSKn.ALC6/S

```
* DEFINE the starting point of our
* program to the computer
DEF ALC6
* REFERENCE the predefined utilities
* within the computer so our program
* can use them
REF VSBW, VMBW
* Store some characters in memory to
* print on the screen
LTRA BYTE 'A'
LTRB BYTE 66
MSG1 TEXT 'Show this on the screen'
EVEN
```

* Remember that an A/L program has
 * the following format:
 * LABEL OPCODE OPERANDS COMMENTS

* The first program line in our code
 * should have as its label the label
 * we used in the DEF statement
 * At a later point I will explain what
 * EQU \$ means
 ALC6 EQU \$

*
 * Single Character Print
 *

* Print an X on row 4, col 7
 * use the formula (ROW-1)*32+(COL-1)
 * and let the assembler calculate it
 LI R0,4-1*32+6
 * Place the X in the MSB of R1
 * this means we must pad the data
 * with unnecessary data, I use a blank
 LI R1,'X'
 * Call the VDP Single Byte Write
 * subroutine
 BLWP @VSBW

* Now let's print that A we stored in
 * memory - I leave it up to you to
 * print the B
 * Print the A in the next row under X
 * remember screen is 32 characters
 * wide, so just add 32 to R0
 AI R0,32
 * Copy the byte stored at the address
 * LIKA into the MSB of R1
 * Since we're copying just one byte
 * we don't need that pad
 MOV B @LTRA,R1

* Again, call VSW to print it on screen
BLWP @VSWB

*

* Multiple Characters Print

*

* To print a string of text we need to
* again store the VDP address to print
* to in R0 - in this case let's start
* in the exact center of the screen
* Half the total screen would be 768

* (0 thru 767) divided by 2

LI R0,768/2

* Point R1 to the address in CPU RAM

* where our message starts

LI R1,MSG1

* Finally, store the total length of

* the line of text in R2 show VMBW

* knows how many bytes to send to

* the VDP RAM

LI R2,23

* Everything is ready, so branch or

* GOSUB to the multiple byte write

* subroutine

BLWP @VMBW

* We need to add an infinite loop so

* we can see the results of the

* program on the screen

* The only way to stop this program

* is to shut off the computer or

* press reset on your widget

* This is the same as the XB command:

* 100 GOTO 100

* except FCTN-4 won't break

LOOP JMP LOOP

* All A/L programs must end with END

* directive to tell the assembler

* to stop assembling

* If we add the label ALC6 after the

* END this program will automatically

* run once it's loaded into memory

* such as:

* END ALC6

END

QUOTES OF THE MONTH

"Only those who attempt the absurd achieve the impossible."

---Anon

"The technique is wonderful. I didn't even dream it would be so good. But I would never let my children to come close to the thing. It's awful what they are doing."

---Vladimir Kosma Zworykin (1889)
Developer of television

AN INTRODUCTION TO PRINTERS # By Jim Swedlow

If you are thinking about buying a printer, beware. Your choices are many as are the pitfalls.

First, you will need some things other than a printer. You need an RS232 card (stand alone or one for your P Box) and a cable. Most printers with a Centronics parallel port that will work with a standard cable (available from the houses that still support the 4A - Tenex, Tex-Comp, etc).

But which printer to buy? Epson? Star? Gorilla? Tandy? What kind? Dot matrix? Daisy wheel?

First, lets look at the two basic types: daisy wheel and dot matrix (the others are probably out of your price range). A dot matrix printer is five to ten times faster and much more versatile. A daisy wheel gives you letter quality print while the dot matrix gives draft (poor) and 'near' letter quality (better). A tractor feed usually comes with a dot matrix printer but can be an extra cost item with a daisy wheel printer.

If 90% of your work is correspondence and you need top quality in its visual presentation, a daisy wheel is probably for you. Otherwise, for listing programs and all the other things that a printer can do, a dot matrix printer is the better choice.

Having narrowed the field, you still have to pick between the many models on the market. There are no standards in the world of printers for command structures (the codes your computer sends to the printer to tell it what to do). About the only codes two that are close to universal are Carriage Return and Line Feed. After that, anything can mean anything.

There are two 'de-facto' standards. The first is IBM. When big blue made a printer for its PC, it used a character set and command structure completely different than ASCII and just about every printer on the market. Alas, what will work with an IBM PC will NOT work on the 4A, so IBM compatibility is useless (unless you plan to defect).

The other quasi-standard is Epson. These folks developed a rather comprehensive instruction set (including graphics protocols) that some other manufactures and many software manufacturer followed. The TI impact printer is actually a bottom of the line Epson MX80. Most of the graphics programs for the TI will work with Epsoms. Some of them support other printers, others do not.

A number of manufacturers make printers that follow Epson commands. Most Star (Gemini 10X, SG10, etc) and Panasonics do while the Axiom, Tandy and Banana printers

PUG PERIPHERAL

LET'S TALK RAM DISKS PART V

By John F. Willforth (April 1988)

The MEMORY PLUS card from CORCOMP appeared on the market almost two years ago, and to date I have not seen one. I therefore was hesitant to write this article. I had to depend on an article by Scott Darling as well as information provided by Willis Richardson and the technical support at CORCOMP. I hope that it will be complete and accurate enough to merit your consideration. I have tried to be as objective as possible on all the Ram Disks reviewed.

The MEMORY PLUS comes in both a PEB unit and a stand alone unit. The stand alone unit is more flexible in that it can be used in conjunction with your 32K expansion memory, while the PEB version cannot. They both come in 256K as well as 512K sizes, again the stand alone can be configured with an added unit (two 512K units for example) and the PEB version cannot. Both units are supported by a 9V. power supply to the ram disk card to support memory when a system is powered down normally. If a total failure of the AC occurs, you will lose all files on the MEMORY PLUS. This is a common failure of any Dynamic Ram based RAM DISK.

The MEMORY PLUS comes with the Disk Manager resident on the card, this is good for two reasons, one is that you don't have to load it from a diskette, and two, it is the only one that gives you full use of the disk. The manager is called with "CALL RAMGR" for units with the newest PROM installed V. 3.1 or "CALL RMGR" with lower versions, a good way to tell what PROM you have in your MEMORY PLUS. The disk manager can initialize the disk, handle all disk and file functions as well as test the entire ram disk memory. The manager is very similar to the disk manager that comes with the Corcomp disk controller. It has some nice features, among them pressing a "T" when selecting to copy a file that is protected, will temporarily unprotect that file until the file has been copied. The resident disk manager will also work with other disk units in the system. A total of 2048 sectors is the default for a 512K and 1920 will be the limit if you wish for the 32K expansion memory to reside in this unit (required on a PEB only set-up).

A major draw back with the ram disk

is in the fact that the entire disk is called as one volume. In other words if you intend to use "TIMP" for Multi-Plan, that is the only name that can be used for that entire unit. You will have to take this into consideration if you are a user of software that is dependent on specific volume (disk) names. Many of the other ram disks do allow for multiple volume names within a single ram disk unit.

The MEMORY PLUS, according to Scott, is able to work in the system with a different ram disk present. This could be a saving grace to compensate for it not accepting more volume names. You will have to set up CRU addresses for your card, which by the way are >1000 and >1400 for the MEMORY PLUS.

The drive number can be set with the disk manager or under basic using a DELETE "SDx", where x is the drive # selected.

A lowercase with desenders is available for use by basic/xbasic simply by using a DELETE "LOWER".

There is a switch on the MEMORY PLUS which is of course located at the rear of the card (but has pins available for a remote connection) whose purpose is to assure an orderly power down of the PEB without glitching the ram disk and this switch should be used each time the PEB is powered down. A switch over of clock and flag settings will be done if this switch is pressed . I think this is a bothersome drawback.

I spoke of the Prom V. 3.1 which is available. Corcomp has corrected some problems such as a density identification problem in sector 0, and added the ability to catalog the disks to a serial, parallel port or to a disk.

The stand alone units are built by Corcomp as ordered, and any pricing should be checked with your CORCOMP dealer. CORCOMP has a good attitude of support for their products. Call them at (714) 630-2903 or write: CorComp Inc., 2211-G East Winston Road, Anaheim, CA 92807

By the way if you are still under a warranty CORCOMP will send you a new Prom and if your warranty has expired \$15 will update your MEMORY PLUS. I have used all the space available this month, so check back next month for a review of the GRAND RAM. (Hopefully).

**TI-BASE - From INSCEBOT
TUTORIAL 6.1 By Martin Smoley
NorthCoast 99'ers - Jan. 18, 1988
Copyright 1988 By Martin A. Smoley**

I am reserving the copyright on this material, but I will allow the copying of this material by anyone under the following conditions. (1) It must be copied in its entirety with no changes. (2) If it is retyped, credit must be given to myself and the NorthCoast 99ers, as above. (3) The last major condition is that there may not be any profit directly involved in the copying or transfer of this material. In other words, Clubs can use it in their newsletters and you can give a copy to your friend as long as its free.

\$\$\$ I'm Sorry! \$\$\$

Last month I left out the program sequent listed below. I was looking over the tutorial, well after the newsletter had gone to the printer, and near the top of FIBPRINT I saw it. It sticks out like a sore thumb, DO BSK2.INFSCR2. I instantly knew that it was not in the tutorial. "What a dumb thing to do." So here it is and I hope this didn't wreck your holiday computing.

CLEAR

```
WRITE 3,9,"This section Locates a "
WRITE 5,9,"record using the NM field."
WRITE 7,9,"It then displays the "
WRITE 9,9,"name and address and asks"
WRITE 11,9,"how many labels you want."
WRITE 13,9,"It will find as many"
WRITE 15,9,"records as you wish."
WRITE 17,9,"** NEWNAMES has 5 RECORDS."
```

RETURN

```
*
* INFSCR2 Save as INFSCR2/C
* ***** Info Screen 2 12/1/88
*
*****
```

TI-Base Version 2.0

As I stated in December I am switching to TI-Base Version 2.0. Ver. 2.0 still has a couple of small bugs in it, but it is almost bug free and I expect the CHANGE commands to arrive at any minute. Also, I would add that it already works better, runs and loads faster, does more than Ver. 1.02 and the Manual has twice as much information (plus it's easier to read). The upgrade from Ver. 1.02 is only \$7.95 plus your original system disks, so you should get yours as soon as possible. I do suggest that you keep a copy of the old version. It will probably come in handy at some time.

Let's get started. Two items that caught my eye immediately were READSTRING and the use-ability of .DATE. The READ command is still in use. It will accept the input of numbers with no quotes. READ will also accept the input of characters if you place your data in quotes. So to answer the question, CONTINUE? Y/N, you would have to answer "Y" or "N", including the quotes. If you use the new READSTRING, your answer would be Y or N without the quotes. This makes things a lot easier.

* Copyright 1989 By Martin A. Smoley

```
*
LOCAL LYDT C 2
LOCAL TYDT C 2
REPLACE LYDT WITH "88"
REPLACE TYDT WITH "89"
```

DOCASE

```
CASE NM="01"
REPLACE CUTOFF WITH LYDT I "/09"
REPLACE PRDT WITH TYDT I "/01"
BREAK
```

```
CASE NM="02"
REPLACE CUTOFF WITH LYDT I "/10"
REPLACE PRDT WITH TYDT I "/02"
BREAK
```

```
CASE NM="03"
REPLACE CUTOFF WITH LYDT I "/11"
REPLACE PRDT WITH TYDT I "/03"
BREAK
```

```
CASE NM="04"
REPLACE CUTOFF WITH LYDT I "/12"
REPLACE PRDT WITH TYDT I "/04"
BREAK
```

```
CASE NM="05"
REPLACE CUTOFF WITH LYDT I "/01"
REPLACE PRDT WITH TYDT I "/05"
BREAK
```

```
CASE NM="06"
REPLACE CUTOFF WITH LYDT I "/02"
REPLACE PRDT WITH TYDT I "/06"
BREAK
```

```
CASE NM="07"
REPLACE CUTOFF WITH LYDT I "/03"
REPLACE PRDT WITH TYDT I "/07"
BREAK
```

```
CASE NM="08"
REPLACE CUTOFF WITH LYDT I "/04"
REPLACE PRDT WITH TYDT I "/08"
BREAK
```

```
CASE NM="09"
REPLACE CUTOFF WITH LYDT I "/05"
REPLACE PRDT WITH TYDT I "/09"
BREAK
```

```
CASE NM="10"
REPLACE CUTOFF WITH LYDT I "/06"
REPLACE PRDT WITH TYDT I "/10"
BREAK
```

```
CASE NM="11"
REPLACE CUTOFF WITH LYDT I "/07"
REPLACE PRDT WITH TYDT I "/11"
BREAK
```

```
CASE NM="12"
REPLACE CUTOFF WITH LYDT I "/08"
REPLACE PRDT WITH TYDT I "/12"
BREAK
```

ENDCASE

RETURN

```
*
* RSTRCS1 Save as RSTRCS1/C
* ***** DOCASE for PRSTR1 01/02/89
```

Continued Next Page.


TI-BASE - From INCEBOT
TUTORIAL 6.2 By Martin Smoley
NorthCoast 99'ers - Jan. 10, 1989
 Copyright 1988 By Martin A. Smoley

The CF for this month is another club roster printout program. I say another because there was a club roster segment included in last month's system CF. This one can be used alone by typing `DO DSK2.PRSTR2 (E)`, at the BP or you can substitute it for the roster segment in the system. In any case PRSTR2 needs to have PREP1 and FINI available to it on disk 2 when it runs. These two segments were included in last month's system program. In this tutorial I present PRSTR2, RSTRCS1 and RSTRZM1. The complete set works like this. You have a DB like NEWNAMES that contains your club membership list. The list is sorted by LN (Last Name) and each member's renewal or expiration date is kept as YY/MM (Year/Month) in the data field named XP. In order for this CF to work properly you must enter the date properly when you start up TIB. When TIB first boots up and asks you to enter the date it's in the form of MM/DD/YY, or Month/Day/Year. January 3, 1989 is the first month, the fifth day, of 1989, or 01/05/89. It must be complete (01/05/89). Do not leave out the zeros. If the date entry is correct and you type `DO DSK2.PRSTR2`, this is how the CF will work for you. It creates the variable MM with only 2 spaces available. It sticks .DATE. into MM. Then it throws away all but the first two characters, the Month part of the date. It takes MM and MMes RSTRCS1. This CF executes only the 2 lines

```
DO DSK2.PREP1
SET PAGE=000
CLEAR
LOCAL COUNT N 4 0
LOCAL TEMP C 79
LOCAL BLNK C 1
LOCAL CUTOFF C 5
LOCAL PRDT C 5
LOCAL MM C 2
REPLACE MM WITH .DATE.
USE NEWNAMES
DO DSK2.RSTRCS1
WRITE 10,4,"Set Printer + press ENTER"
READSTRING 10,30,TEMP
CLEAR
WRITE 10,12,"Printing Roster"
TOP
  REPLACE TEMP WITH "%E " | .DATE. ;
  | " " |
  | "%$$ NorthCoast Roster $$"
  PRINT TEMP
  PRINT BLNK
DO DSK2.RSTRZM1
  PRINT BLNK
  REPLACE TEMP WITH " Total " ;
  | "Membership is:" | COUNT
  PRINT TEMP
CLEAR
DO DSK2.FINI
RETURN
*
* PRSTR2      Save as PRSTR2/C
* $$$$$ Print Roster 12/31/88
```

related to the CASE that matches MM to a month I supplied. In these 2 lines it first creates CUTOFF, a date prior to which names will no longer be displayed on the roster, and PRDT or Present Date, which is used to determine renewal printouts on the roster. CUTOFF and PRDT are created in the form 00/01, 07/05 etc. so they will match the IP field for testing. The CF then RETURNS to PRSTR2 where you are asked to turn your printer on and press enter so the CF can proceed. Notice the use of READSTRING instead of READ at this point. TIB then prints a roster heading, which includes the current date and proceeds to RSTRZM1, which does all the work. The first or big WHILE will loop until it hits the (EOF) in whatever DB is open. The next WHILE will compare IP to CUTOFF and if it is less, or prior to the CUTOFF date the name will be ignored and TIB will MOVE to the next name. If the date is still valid TIB keeps it and goes to the IF statements that follow. IF IP is the same as PRDT the person is reminded to Please Renew. IF IP is before PRDT, but it is not the same as CUTOFF, the person is asked to Pay Your Dues. If IP matches CUTOFF this means that next month they will be CUTOFF, so the message is Last Chance. Pay Up. If IP is in the future, no message is printed. This roster printer will adjust itself for all of 1989 with no help from the user. It also prints the current membership total at the bottom of the roster. All you have to do is update the Database monthly.

```
WHILE .NOT. (EOF)
  WHILE (XP < CUTOFF) .AND. ;
    (.NOT. (EOF))
    MOVE
  ENDWHILE
  IF (EOF)
    RETURN
  ENDIF
  IF XP = PRDT
    REPLACE TEMP WITH " " ;
    " " | FN | LN | PH | XP ;
    " Please Renew"
  PRINT TEMP
  ENDIF
  IF (XP < PRDT) .AND. (XP <> CUTOFF)
    REPLACE TEMP WITH "Pay Your Dues " ;
    " " | FN | LN | PH | XP
  PRINT TEMP
  ENDIF
  IF XP = CUTOFF
    REPLACE TEMP WITH "Last Chance! " ;
    " " | FN | LN | PH | XP ;
    " <- Pay Up!"
  PRINT TEMP
  ENDIF
  IF XP > PRDT
    REPLACE TEMP WITH " " ;
    " " | FN | LN | PH | XP
  PRINT TEMP
  ENDIF
  MOVE
  REPLACE COUNT WITH COUNT + 1
ENDWHILE
RETURN
*
* RSTRZM1      Save as RSTRZM1/C
* $$$$$ Print Roster While 01/02/89
                Continued Next Month
```


SHAZAM

**T.I. IMPACT-99...
 T.I. Happenings**
 by Jack Sughrue
 Box 459
 E Douglas MA 01516

DISAPPEARING GAMES

At one time you could get ZORK II from INFOCON. No score. It is one of the great disappearing games of the TI Era. What will be next? INFIDEL? THE HITCHHIKER'S GUIDE TO THE GALAXY? WITNESS? ENCHANTER? Or the most peculiar SUSPENDED?

Who knows?

But when these and the following are gone from INFOCON's stock, there will be no score: DEADLINE, STARCROSS, ZORK I & III, SORCERER, PLANETFALL, and CUTTHROATS. These dozen games from the most creative adventuring minds in the computer business are all that's left for the 99. But it is a very large ALL.

While the price is still around \$45 on the average for the IBM, Apple, and Commodore versions of the same games, TI owners have an opportunity to get them for \$14.95 each. (Actually \$16.95 each as it costs an additional \$2 per game for shipping and handling, as it does for IBM (for a total of \$47). Let's say you plan to get 10 of these extraordinary (and very long) games. For the TI - \$149.50; for the others - \$467.50.

This is one of the best buys in the industry. You could buy the whole dozen for less than half a dozen of the others.

Are they worth \$46.75?

They sure do SELL at that price. If you've ever played one of the games (particularly with friends), you will understand why. Some of the games take months. I have not finished the Zork series which I started four years ago.

With Infocon you don't just get the two disk sides, you get a whole environment. In HITCHHIKER, for example, you get a space travel booklet, a *DEM7* *ROUIC* button, a handbook, very unusual glasses, a microscopic space fleet, and numerous other essentials. DEADLINE included all the clues the detective uncovered in the process of the investigation. SUSPENDED has - er, a sort of movement thingie like a gameboard sort of and - uh - stuff.

You buy an environment. And you play it a lot, get deeply involved (forgetting the incessant crises of reality), and, when finished (IF finished), put it away for your grandchildren. Each game is worth playing again even after you've achieved victory (or whatever it's called in SUSPENDED) because there is more than one way to skin a bugbladder beast from Trol.

If you've never played an adventure game of any kind, I'd suggest you begin with the easiest adventures you can find. They are in many user-group libraries. Gradually work up to Scott Adams Adventures. You'll need the cartridge (which is very inexpensive these days) and a cassette or disk with the games. Some of these are not easy. But they are all fun. Particularly if you CHANGE your way of thinking. If you problem-solve in fantastic ways you will succeed readily. When something seems

impossible, try the impossible.

And be organized. Make maps, take notes. Play the adventure with others.

Then, if you still enjoy the adventuring, go to INFOCON. There are lots of graphics type adventures around, too. Tunnels of Doom adventures, Old Dark Caves, Legends, things like that. Excellent. But INFOCON's and Scott Adams's are strictly in the theater of the mind. They are totally text adventures.

Nothing equals them.

They are novels in which YOU are the main character. Called "interactive fiction," they are the mind-stretchingest literary computer activities you can engage in.

Even kids like them.

But they'd have to be bright kids and at least junior high age.

If worse comes to worse and you get deeply stuck inside one of your new INFOCON worlds, you could always come out and buy an invisiclue book from INFOCON that will let you uncover inch-by-inch the method needed to solve the particular adventure you are working on. They sell a lot of these books, but no one of my adventuring acquaintance has ever owned up to getting one of these clue books. I certainly wouldn't use them. (Heh, heh!)

INFOCON has just released its latest catalog. The prices (and the games for TI while they last) are good until October 31, 1987. Just in time for Midwinter's Solstice gifts (or Christmas or Chanukkah). This may be your last opportunity to own these wonderful "worlds".

To order send a check to INFOCON, PO Box 478, Creskill, NJ 07626. Ask to be put on their mailing list to receive their zany newsletters (now being sold as classics in packages for \$10). Give the title of the game (see above). Be sure to specify that these are for the TI-99/4A (as they also make some for the TI Professional) and pay \$16.95 per game (includes S & H). Or better still to make sure there are still some of what you want available, call your credit card order at 1-800-262-6866.

Then if you make it to reasonable safety (but not necessarily reasonable sanity) aboard the Vagon space ship you have to remember to use your bathrobe to help catch the babel fish for your ear. Otherwise, you and Ford Prefect just might get chucked into the vacuum of space.

If you follow me.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

We here at IMPACT-99 headquarters take no responsibility for any loss of marbles or looseness of screws connected with the reader's engagement with the INFOCON loonies.

But we do wish we had a share in the corporation.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Questions sent in by readers this month (two: one from Iowa, one from Connecticut):

!!Where can one get the directions for WINGHARS?

Answer: I don't know. Does anyone know where to get NINGMARS? I think that's the game that had a dragon flying through gas-filled clouds and into mountain caverns. I saw it years ago. I can't remember where, but I still recall it as having the best graphics ever done for TI. Does anyone out there have NINGMARS or know what the directions are or where it can be purchased?

2) Do you know of any good cribbage games for the TI? Answer: Yes and no. Way back in the early days of 99er magazine there were a few companies that offered cribbage games for the TI. By the time I started sending for some, the companies had died. There are even some listed in the first TI software books of third parties. I sent there, too, but never got answered. Though there are lots of cribbage buffs out there in TI Land (This is the most-often requested game that no longer exists for TI.), there is presently no cribbage game available anywhere. If anyone has a cribbage game please let me know where it can be had. However, Corey Cheng (of TI music fame) has written a cribbage game which is superb but incredibly slow. I had a chance to beta-test it a while ago, and it was excellent. He says he's redoing it for greater speed and is working on the directions. Whenever this busy genius (artist, mathematician, violinist, student, computerist) completes the project, I will announce it in this column.

If any reader has a question you think could be answered within this column (or an answer to questions) please write: Jack Sughrus, Box 459, E. Douglas, MA 01516.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

SLEEPER OF THE YEAR AWARD

In the world of computer game playing it is easy to become very jaded very quickly.

When we all had tape recorders we loved playing GUESS THE NUMBER against the TI. I think that was the first program we all typed in from the annual. Then we moved to THE THING THAT BEEPS WHEN YOU TOUCH-IT game. Later, the space games. Along the way there were word games and Tower of Hanoi games and the scrolling navigational games. Most of these - with the exception of Regena's - you wouldn't even want to go back to try out.

There were some good ones, though, that are still good, if you can make a speeded up version: 38 TIC TAC TOE, is an example.

I still think HANMURABI and JOTTO and SQUARE PAIRS and ROMEO and CAVERN QUEST are still superb game programs (as obviously are the adventure types discussed earlier).

I like games. I claim I'm always on the lookout for good games for my kids and for my 5th-grade students. In

truth, I like games.

So what does a jaded game player who has become intrigued by the construction games (like GRAVITY MASTER and SPACE STATION PHETA) do when the computer chores are done?

I put on my favorite: BIABLO. It is intellectual fare with an arcade atmosphere and was given to me for my birthday about five years ago.

Nothing else is like it for the TI or for any other computers.

You try to thwart a slowly rolling ball that is out to make you look like an idiot. Sounds odd? It is, as I've said, unique, and you have to experience it to appreciate it.

Now along comes another another unique game. This one is by Tom Nible and is put out by ASGAR (PO Box 10306, Rockville, MD 20850) for only \$14.95 on disk. It is called HIGH GRAVITY.

The premise is that you are in a space ship and are unable to get through the planetary system safely to save a stranded crew. The system could contain up to 9 planets of varying sizes. You may control the size, number, and location of the planets, if you like. Become a minor god and even save the system for later use (if you're into immortality). When I first read the manual which comes with HIGH GRAVITY (which is clear and non-technical), I was impressed. Then I loaded the thing and was instantly unimpressed. I'm used to "speed of lightning" attacks. And groovy sound effects. And flashy explosions.

None of that stuff here. And some of the configurations the computer gave me were so simple I did them with my feet tied together. But then the insidiousness of Nible began to descend upon me.

I've been hooked since.

The simplicity is deceptive like the simplicity of BIABLO, as hath are ingeniously-disguised lessons in physics. [I shouldn't have said that. I can see the crowds running out the door (from here.) It's sophisticated to the point where you can actually use real physical laws of gravity to create computer art with the leave-a-trail aspect of the game. Is it a game? Is BIABLO a game? Is life a game?

I only know that since I got HIGH GRAVITY about six months ago, I have been dividing my recreational computer activities about evenly between these two great g... - er, shall we say - er, between these two great stimulating computer activities.

ON THE FRSTRACK



ON THE FRSTRACK



- WHY HAS NO MAN ANSWERED BEFORE?...
By Frank (Capt. Kirk) DeCandia

The last time I submitted an article (about 2 months ago) I gave my home address and asked people to drop me a line and send me their tips or comments. Since then, I have been underwhelmed by the sheer lack of response. Don't you people read my articles!? If that's the case, you're going to miss out on a really neat graphics program! This one is for all you Trekkies!

I thought long and hard about sharing this program because piracy is so rampant. Besides, I'm not getting a dime for this! It's tough being a poor Guru. Alas, I shall make one more attempt. I'm still looking for comments on my articles, or programming and game tips. If you like you can send me a small amount of cash, or a program on tape or disk (DSDD Okay) in exchange for this program. In the mean time, have Scotty get to work on this and go to maximum warp!

Send your fan/hate eai) or programs to:

Frank F. DeCandia
203 Cambridge Ave
Jersey City, NJ 07307-1903

```
10 REM #S.S. ENTERPRIZE# BY
    Frank P. DeCandia
20 CALL CLEAR
30 CALL CHAR(33,"FFFFFFFFF
    FFFF")
40 CALL CHAR(34,"0103070F13
    F7FFF")
50 CALL CHAR(35,"B0C0E0F0FB
    CFEFF")
60 CALL CHAR(36,"FFFEFCFB0E
    0C0B")
70 CALL CHAR(37,"FF7F31F0F0
    70301")
80 CALL CHAR(38,"031F3F7F73
    F1F03")
90 CALL CHAR(39,"C0F6FCFEFEF
    FCFC")
100 CALL CHAR(40,"FF7E3C1B")
110 CALL CHAR(41,"00000001B
    3C7EFF")
120 CALL CHAR(42,"C0603BFFF
    3B60C")
130 CALL CHAR(43,"FFFFFFFFF
    FCF0C")
140 CALL CHAR(44,"FFFCFC")
150 CALL CHAR(4B,"B1B1B1B1FF
    FF")
160 CALL CHAR(49,"B0B0B0B0B0
    B0B0B0")
170 CALL CHAR(50,"FFFF00000
    00FFFF")
180 CALL CHAR(51,"FFFFB0FFFF
    B0FFFF")
190 CALL CHAR(52,"0000FFFFFF
    FF")
200 CALL CHAR(53,"3C3C3C3C3C
    3CFFFF")
210 CALL CHAR(54,"00121A1612
    12")
220 CALL CHAR(55,"00FFFFFF000
    0FF")
230 CALL CHAR(56,"0026222222
    22")
240 CALL CHAR(57,"00F2F2F2F2
    F2")
```

```
250 CALL CHAR(64,"0000000COC
    ")
260 CALL CHAR(65,"0000006666
    ")
270 CALL CHAR(72,"031F3F7F7F
    3F1F")
280 CALL CHAR(73,"FBFCFEFFFB
    FFFFF")
290 CALL CHAR(80,"FFFF")
300 CALL CHAR(81,"3C7EFFFFFF
    FF7E3C")
310 CALL CHAR(82,"0000001")
320 CALL SCREEN(2)
330 CALL COLOR(1,8,1)
340 CALL COLOR(2,8,1)
350 CALL COLOR(3,2,8)
360 CALL COLOR(4,2,8)
370 CALL COLOR(5,16,8)
380 CALL COLOR(6,7,1)
390 CALL COLOR(7,6,1)
400 FOR R=.66 TO 24.42 STEP
    .33
410 CALL HCHAR(R,RND#32+.5,8
    2)
420 NEXT R
430 CALL HCHAR(8,19,33,4)
440 CALL HCHAR(8,27,33)
450 CALL HCHAR(9,9,33)
460 CALL HCHAR(10,6,33,7)
470 CALL HCHAR(11,13,33,2)
480 CALL VCHAR(11,21,33,2)
490 CALL HCHAR(14,15,33,11)
500 CALL HCHAR(15,13,33)
510 CALL HCHAR(15,17,33,9)
520 CALL HCHAR(16,15,33,9)
530 CALL HCHAR(17,7,34)
540 CALL HCHAR(14,13,34)
550 CALL HCHAR(9,10,35)
560 CALL HCHAR(11,15,35)
570 CALL HCHAR(12,16,35)
580 CALL HCHAR(13,17,35)
590 CALL HCHAR(8,29,36)
600 CALL HCHAR(11,11,36)
610 CALL HCHAR(12,10,36)
620 CALL HCHAR(15,26,36)
630 CALL HCHAR(11,7,37)
```

```
640 CALL HCHAR(12,8,37)
650 CALL HCHAR(11,12,37)
660 CALL HCHAR(12,13,37)
670 CALL HCHAR(13,14,37)
680 CALL HCHAR(16,13,37)
690 CALL HCHAR(10,4,38)
700 CALL HCHAR(10,15,39)
710 CALL HCHAR(13,9,40)
720 CALL HCHAR(8,41)
730 CALL HCHAR(15,12,42)
740 CALL HCHAR(16,24,43)
750 CALL HCHAR(16,25,44)
760 CALL HCHAR(14,21,48)
770 CALL HCHAR(14,14,49,3)
780 CALL HCHAR(15,15,50,2)
790 CALL HCHAR(15,14,51)
800 CALL HCHAR(16,28,52)
810 CALL HCHAR(8,18,53)
820 CALL HCHAR(8,23,54)
830 CALL HCHAR(8,24,55)
840 CALL HCHAR(18,25,56)
850 CALL HCHAR(10,26,57)
860 CALL VCHAR(9,21,64,2)
870 CALL HCHAR(10,5,64)
880 CALL HCHAR(13,21,64)
890 CALL HCHAR(9,8,65)
900 CALL HCHAR(10,13,65,2)
910 CALL HCHAR(11,8,65,3)
920 CALL HCHAR(12,9,65)
930 CALL HCHAR(12,14,65,2)
940 CALL HCHAR(13,15,65,2)
950 CALL HCHAR(14,18,65,2)
960 CALL HCHAR(15,20,65)
970 CALL HCHAR(15,24,65)
980 CALL HCHAR(16,17,65)
990 CALL HCHAR(16,20,65,2)
1000 CALL HCHAR(8,17,72)
1010 CALL HCHAR(14,26,73)
1020 CALL HCHAR(17,1,80,8)
1030 CALL HCHAR(16,8,81)
1040 CALL HCHAR(15,15,81)
1050 CALL HCHAR(20,18,81)
1060 CALL HCHAR(11,24,81)
1070 CALL HCHAR(6,8,81)
1080 CALL HCHAR(15,29,81)
1090 GOTO 1090
```

```
1 !SAVE DSK1.MYSTERY#2
100 !MYSTERY PROGRAM #2 BY CHRIS SCHRAM
110 !REQUIRED XBASIC AND EXPANSION MEMORY
120 CALL CLEAR :: CALL SCREEN(1)
130 CALL INIT
140 FOR X=1 TO 28
150 RANDOMIZE
160 CALL PEEK(-31808,A,B)
170 CALL SPRITE(#X,46,16,A+1,B+1,A-128,B-128):: CALL PEEK(-31877,C):: IF C AND 32
    THEN CALL SCREEN(10):: CALL SCREEN(1)
180 CALL LOAD(--31744,A,"",-31744,B):: NEXT X
190 GOTO 140
200 END
```

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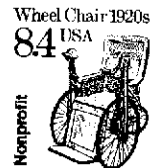
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ADDRESS CORRECTION REQUESTED

THIS MONTH'S DAYTON MEETING:
April 13, 1991 at 12:00 Noon.
Dining Room, 5th floor, Downtown Lazarus.

THIS MONTH'S CINCINNATI MEETING:
April 20, 1991 at 12:00 Noon.
Community Friends House, Cincinnati.

NEXT MONTH'S JOINT CINCINNATI/DAYTON MEETING:
May 11, 1991 at 12:00 Noon.
Miami Univ. Campus, Johnston Hall, Middletown.

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