CLEVELAND AREA TI99-4A USER GROUPS

OCTOBER 1987

OFFICERS	NORTHCOAST	TI-CHIPS	MEETING DATES	
PRESIDENT	MARTIN SMOLEY 1-257-1661	TERRY VACHA 225-5368	NORTHCOAST 1:30 P.M.	TI-CHIPS 10:00 A.M.
VICE PRESIDENT	RICH JOHNSON 261-9274	RUSS SHIMANDLE 1-887-5330	EUCLIDIAN ROOM	NORTH ROYALTON LIBRARY
TREASURER	JIM MEKEEL 286-3179	LIN SHAW 235-3912	EUCLID SQUARE MALL	STATE ROAD & RT 82
MEMBERSHIP	ELMO IACOBUCCI 585-2588	JOHN PARKEN 331-2830	THIRD SATURDAY	THIRD SATURDAY
	2161 Pine Ridge Drive	4172 W.217TH ST.		
	Wickliffe, OH 44092	Fairview Park, OH 44126	OCTOBER 17, 1987	OCTOBER 17, 1987
SECRETARY	CHUCK POULIN 731-6473	MARY PHILLIPS 592-4009	DECEMBER 19, 1987	DECEMBER 19, 1987
LIBRARY(DISK)	ERNIE & DON NITSCHKE 888-4845	MARK McCAULEY 235-8888	FEBRUARY 20, 1988	FEBRUARY 20, 1988
(TAPE)	TOM NELLIS 475-4067	JOHN PARKEN 331-2830	MARCH 19, 1988	MARCH 19, 1988
MODULES	TOM NELLIS 475-4067		APRIL 16. 1988	APRIL 16, 1988

First of all, a big thanks for all the fine articles from down at CHIPS. Contributions from them fill almost half the newsletter. Keep it up!

We are going into the part of the season when the user groups are traditionally the most active. In this respect, I would like to touch on something called "FEEDBACK". In order to present interesting programs, newsletters, etc. your officers need to know what your interests are and what you would like to see presented. I was very pleased to learn that someone actually followed through on the 98 cent RLE digitizer and came up with some fine graphics. You will see the results of Matt Andel's efforts of chips on the inside. He took a Garfield comic strip, enlarged each frame and then used the methods described in the article and achieved some fine results.

Ernie Malnar of Northcoast took note of the CSGD graphics from the last newsletter and brought some of his designs to the last meeting. They are Great! Hope he will show them to everyone at the next meeting. This is what we need...to see what others are doing with their machines.

Terry Vacha has been working hard to get a program which will allow him to put basic and Xbasic programs on the FREE-NET for downloading. He has come upon a program called 80MERG/V4 which seems to be doing the job. PLEASE give Terry your support and upload any unusual ideas or items you come across. Because of Tom Nellis' work schedule, Terry has been carrying the load all by himself on FREE-NET.

The campaign to raise money and send to the authors of FUNNELWEB (See nice letter inside), has inspired us to do the same for another FREEWARE program we know that many of you are using, PRBASE. Tom Nellis has again volunteered to do the collecting for this fine program. I know that a couple of us have already paid, but if you are using this program regularly and have not donated, please put some money aside for the author of this program. Tom will be down at Chips next month for a FUNNELWEB demo. He will be glad to receive any monies at that time. At Northcoast, Jim Mekeel will be utilizing PRBASE in his demo and will be glad to accept

contributions also. Hopefully we can run these campaigns every few months for the top FREEWARE programs.

I had to cancel my workshop on desktop publishing, but on Monday night, Harry Hoffman and Matt Andel came over and we went over some of the programs available in that area. We would like to get a regular graphics/text sig going if enough are interested. More can be accomplished in smaller groups so we would only need six to 10 people to meet on a regular basis to learn all the graphic/text with graphics programs. Surely out of about 120 members there are enough interested in this area to meet on a regular basis. We could meet at different homes, or find a kind soul who lives halfway between everyone to host us. You are always welcome at my home, but it may not be the easiest for some people to get to. Call me 333-5986 and we will try to get something going.

We didn't really work on the graphics disk I had started. I have been able to add a few more, but I had hoped to have some nice examples of what can be printed out by the next meeting. I am afraid I won't have time, but will gather what I have done and have it available for the October meeting. One side will be in CSGD format and I will convert all the CSGD to Artist Instances for the second side. I also have about 20 transliterate graphics which can be printed out of TI-Writer and interspersed with your text of various Christmas symbols and shown in last month's newsletter. We will also include Tom Nellis Christmas Crossword Puzzle program which appears in this newsletter. We will be asking that you make a contribution for this disk because a LOT of hours were into its making. The money will go to Northcoast specifically to help the newsletter stay afloat.

Northcoast now has a MODULE library. At the newsletter meeting, Tom Nellis volunteered to be the librarian for this project. For console-only people, this should provide lots of programs for your computer. There will be modules available for checkout at the October meeting. Anyone who has modules lying around not being used is invited to donate them to the club. If you have hoped to sell them, see Tom,

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he may be able to work out a deal for you. The module library will work in the following manner. You will be required to make a deposit which will work similarly to the type of deposit you make when you rent VCR tapes. The actual rental of a module will be $1.00 per month with a $5.00 refundable deposit. Hopefully if you have modules to donate, you still have the documentation to go with them. This would be most helpful. I believe that there were over 100 different ones produced. Where else could you give your kids that many hours of entertainment for $1.00?

As noted, the Northcoast bulletin board has bitten the dust. Don't dispair, however. Two talented (understatement) young men from Northcoast are going to make available on their boards an area for TI messages, downloading and uploading. You may have already heard of Skulls & Crossbones and Land of Xanth. This is not meant to be a disparaging remark, but they have been what I call "kiddie boards" devoted to teenagers with on-line adventure games, etc. We were given a preview at the Northcoast meeting a couple of months ago. They have written their own BBS program entirely in assembly. Walt Ryder, Jr. is a walking, talking computer and can answer almost any question you may have about assembly programming. He can literally spit out code on the spot if you are having a problem. He and Pat Johnson have collaborated on this unique program and have offered to share space for the rest of us. They said at the last Northcoast meeting they were almost ready. As Walt, Jr. demo'd it, he said he would be able to have on-line graphics and I also heard he was writing his own Xmodem transfers. I honestly did not understand a lot of what he was saying, but I was absolutely spellbound by what these two teenagers have accomplished.

We received an announcement of a "Computer Festival", November 8, 1987, 8:30 a.m. to 4:30 p.m. at the Masonic Great Hall, 4645 Heatherdowns, Toledo. Admission is $3.00. The ad says there will be fantastic savings on computers, priters, monitors, disk drives, modems, paper, printer ribbons, books and software. Admission is $3.00. Free parking.

EXECUTIVE NOTES - NORTHCOAST

Well I think I used up my share of words for at least two or three months. I talked so much at the last meeting I literally ran out of things to say. The main theme of my talk was my belief that if you put a little work and money into your TI, it can be as good and fast as some of the bigger machines. I would also stress that it can do everything you may need a computer for in the home or a small business. It just isn't glamorous, with a big name or price tag. We had about thirty-five people at the meeting and they were great. The audience was very attentive, they made comments, asked great questions, and they even taught me several things which are making the typing of these notes easier at this very minute.

VOLUNTEERS

We are getting volunteers at almost every meeting. We only get one, but that's up a great deal from zero. I may be crazy but I think that every member should be a volunteer for something. I realize from the questions and comments that I heard at the last meeting, that we have many members who are literally experts in the particular area that they have concentrated their efforts. I heard very intelligent and educated conversations amongst members on uses and functions of the TI99/4A that I did not know were possible or even existed. If we could get some of these people to volunteer a small amount of time to almost any activity (such as a demo or a special committee), we could all learn a tremendous amount.

IMPORTANT

Concerning The BBS

The NorthCoast BBS has been unpluged. After much agonizing over this matter, the executives of the group and I came to the decision that the cost was too much for the benifits. Therefore, it is with some sadness that I inform you that the phone line has been disconnected, and the board is closed. If you are one of the devout club board users, Rich and Patrick Johnson will be opening up the board, which they run out of their home, to club members. This will eventually include download of programs, etc.

NOTE: We will sell the Club's 256K RAM card which we purchased for the board. If you are interested, contact me (MS) for details.

The Next NorthCoast Meeting

Jim Mekeel has produced another disk for PRBase. This one is a financial setup for your data base, and the second application he has come out with so far. He will give a demo on how to use it, and we may be able to get a brief recap on his first application from last month. This should also be a good time to ask many questions you may have on the use of PRBase.

See you all at the next meeting. Marty.

TI-CHIPS EXECUTIVE NOTES

Attendance was up and enthusiasm was high at the September meeting. The post card mailing is proving to be an effective way to reach TI owners who are still TI users. In addition to the postcards, TI-Chips made announcements to four newspapers to reach as many people as possible.

Mark McCauley reviewed the procedure for obtaining programs in the disk library. The library listing, a steal at $5 a copy, is an invaluable tool. Members are encouraged to take advantage of it.

Demonstrations were the highlight of the meeting. John Parken described how to transfer text files between a TI computer and an IBM computer. Software requirements for the transfer are FAST-TERM, a TI Freeware program and QMODEM, an IBM Freeware program. John provided a written description of the procedure to accompany his demonstration.

Glenn Bernasek showcased his talents as a programmer with a game program he had adapted, titled "Get The Gold!". The original program was written by Frank Elsesser. Glenn revised it to make it a more challening adventure. He encouaged everyone to dig into programs and customize them.

Russ Shimandle pulled two more BASIC programs from the library which can be loaded from cassette. "Soundeffects" is a file of various sound routines (such as a siren, bell, motor, etc.) which can be utilized in other programs. Russ also had the computer play some songs, as an impromtpo sing-along.

Mark McCauley demonstrated "DM 99", a memory-resident disk manager program. When loaded first, it can be called back while using other programs.

Another interesting meeting ended with the monthly raffle, won by Matt Andel. With everyone's help, the next meeting will be another winner!

THE GREAT VIDEO CAPER
by Glenn Bernasek - TI-CHIPS

As with anything mechanical or electrical, sooner or later something will wear out! Well 99'ers, I found that the weak link in the 99/4A system is in the TV/Computer modulator. This little device allows your computer to talk to your TV, but is subject to wear and tear. One of the reasons is that the wiring in the pin plug and the TV antenna lead has much to be desired.

It has been my experience that the wire connections at both the plug and at the modulator were done without benefit of the standard strain relief loop. Therefore, repetitive plugging and un-plugging of the modulator from the 99/4A results in a pulling strain on the wire connections and the wire itself. This eventually ends up in a loss of contact at the pin, or a break within the wire.

If a wire within the cable is found to be broken, and you would like to replace the cable yourself, be sure you

replace the broken cable with a cable that has a coaxial(shielded) video conductor. Anything else will result in NO PICTURE. Remember, the VIDEO MUST BE SHIELDED FROM THE AUDIO.

It's rather a simple problem to correct, and I will be happy to discuss this in greater detail with those who are interested. So, if your video display is giving you fits, or suddenly goes out to lunch, don't despair--it's probably the TV/Computer modulator acting up.

GET THE GOLD!
by Frank Elsesser
(as revised by G.W.Bernasek) - TI-CHIPS

GET THE GOLD! is a game of strategy, timing, concentration and LUCK!

Object:

To get out of the dungeon! (With as much Gold and the highest Skill Bonus as possible!) Play time is from 15 minutes to 1 hour.

Conditions:

1. You must have the "Super Key" to climb the stairs. (Stairs lead up and out.)
2. Only one monster is the "Keeper of the Key". The Key Keeper changes as the levels change.
3. You MUST fight the monster, and WIN, to get the Super Key!
4. You can own only one HOOK at a time. They're too big to carry more than one!
5. You can choose to look around ONCE in each chamber. Each "chosen look" uses one turn.

Hazards:

1. TRAP DOORS. You will:

a)Catch yourself with a hook. (Every time if you have a hook!)
b)Catch yourself without a hook. (Don't count on it!)
c)Fall into a Pit, and lose 90% of your Gold.
d)Fall into a Pit, and lose ALL of your Gold.(End of game)
e)If your're in the upper level, you could fall back down to the lower level.

2. LURKING THIEF.

a)Fight the thief(50:50 chance of winning). If you lose, and have the "Super Key", the thief steals your key.
b)Run from the thief, and lose 2 turns for every 10 turns remaining.

3. MONSTERS.

a)Fight the monster(50:50 chance of winning). Lose and the monster will push you through the trap door! (SEE TRAP DOOR)
b)Run from the monster and run the wrong way. (see TRAP DOOR). Each monster allows its own escape route. (Remains the same throught the game) However, you MUST run in the correct direction at least once to qualify for a Skill Bonus. The more times you successfully escape, the larger your bonus will be.

YOU CAN LOSE THE GAME BY:

1. Losing or spending(on hooks) all of your Gold.
2. Running out of turns.

HINTS:

1. REPLACE THE HOOK!

2. GET THE KEY!

3. REMEMBER ALL CHAMBERS AND MONSTERS!

My best game, so far, was 26,8 per cent Skill Bonus and a total of 36,474 Gold Pieces. Usually, I can't even make it out of the dungeon!

Good Luck------------ Glen Bernasek

(NOTE: The above program originally appeared in Compute! Magazine and has been revised by Mr. Bernasek. Check with your librarian if you are interested in getting a copy.)

BLANK SCREEN?
by Bob M. Manning TI-CHIPS

I recently experienced a problem with my TI 99/4A which might, at some time, plague another user.

When turning on my computer recently, instead of the normal colored screen pattern appearing, there was a momentary smooth, blank screen, lasting for about a second, then a no signal screen with its noise level. Each time the computer was turned off, then on again, the same symptom appeared. There was immediate concern that the computer had broken down or that the modulator had developed a problem. A check of the power supply cord revealed that the 7.5 volt AC voltage between pins 3 and 4 of the computer plug was missing. The 18 volts AC between pins 1 and 2 was OK. Since these power units are virtually unrepairable, a new cord was ordered immediately, and we were back in business the next day.

The failed cord happened to be the one in which the power box is plugged directly into the wall receptacle. The new unit is one in which the power box is in the middle of

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the cord. The voltage between pins 3 and 4 is 8.5 volts AC.

DISABLE "CALL WAITING"
by Mel Myhre
downloaded by T.Vacha - TI-CHIPS

I am unable to verify the following info which I found on Compuserve regarding "Call Waiting", because I do not have the service myself. (I prefer to get AS FEW calls as possible, and sure don't want two callers at once) However, I offer the following by Mel Myhre, to those who have modems and the plague called "Call Waiting". The rest is a direct quote.

I use the following and it has always worked for me: Preface the number with "1170,". The "1170" tells the phone company computer to turn off the call waiting and any one who calls the number will get a busy signal. The comma is a pause for any Hayes compatable modem as to give the phone company computer time to react and stabilize the line. Try "1170" manually and you will hear approximately 3 tone bursts and then a normal dial tone after a slight pause. Call waiting is restored as soon as the present connection/call is terminated by the phone company computer so it must be reaccomplished for every number dialed. The Phone Files I use are all prefaced by "1170,". I travel extensively and it has always worked for me in the US(they don't have such things overseas yet)."

TI TO IBM FILE TRANSFERS
BY JOHN PARKEN - TI-CHIPS

HARDWARE NEEDED:

TI HOME COMPUTER, 32K, DISK SYSTEM, RS232 CARD
IBM OR COMPATIBLE WITH DISK, RS232 CARD

SOFTWARE NEEDED:

FOR TI: FAST-TERM, A FREEWARE PROGRAM
FOR IBM: QMODEM, A FREEWARE PROGRAM
(Or a directly generated program EDLIN, a Line Editor program will work) This will work in the CTTY mode.

CABLE REQUIRED:

TI	IBM
MALE D 25	FEMALE D 25
1	1
2	2
3	3
6	20
7	7
20	6

This cable is required for direct transfers, or can be used on the IBM modem end of the system. You will, of course, use your standard TI to Modem on the other end.

SPEED OF TRANSFERS:

On a modem transfer, the modem limits the speed. For a direct hookup, 9600 baud can be the limit.

This is the setup for a direct connect transfer:

FIRST, set up FAST-TERM. Select all defaults:

300 BAUD (or whatever your modem allows)
8 bit character length
1 stop bit
No parity check
Auto hangup off
Local echo off
Remote Echo off
Buffer capture on
Log file off
Linefee off

NOW, set up QMODEM (PROCOMM IS GOOD ALSO)

After getting into DOS, type QMODEM
The program will prompt you withe HEP screens
The configuration I picked was 300,N,8,1 (300 is the baud rate)
The screen will give you options to suit your needs. You can save these defaults so the program will be ready on bootup.

SENDING ASCII FILES (TEXT OR FILES YOU CAN READ) TO IBM
FROM TI:

With the cable in place between the two computers, boot up FAST-TERM on the TI and boot up QMODEM on the IBM. We will be downloading a text file to the IBM. This text file must be saved by selecting PF in TI-Writer. Type "CDSK1.FILENAME" (Don't type the quotes). This strips out the control characters. Press FCTN and N, give the name of the file you wish to send. The press FCTN and <,>. You then decide whether you want to send it a line at a time or not. On the IBM select downloading by pressing PAGEDOWN. QMODEM will ask what type of file. Answer ASCII. It will then ask what filename you want to save it to. One these questios are answered, the file will transfer. Upon completion, hit PAGEDWN on the IBM to save the data.

RECEIVING ASCII FILES TO TI FROM IBM

Using FAST-TERM, hit FCTN B. Then give it a filename. DSK?.XXX. FAST-TERM will then say LOG OPEN. FCTN <.> will close the log. Press FCTN B, ask for a new log name and will close the previous log. Giving it no name will terminate this feature. On the IBM with QMODEM booted, press PAGE UP, then select aSCII FILE TRANSFERS. Then give the filename. #3 NO DELAY will then start the transfer. Prompted will transfer a line at a time upon transmission of selected character.

SENDING AND RECEIVING FILES IN THE CTTY MODE

One of the DOS commands is CTTY.COM1. This redirects all input and output. Instead of through the keyboard, it goes to the COM1 port. This could be a modem. First, you must set up the COM1 port with the right baud and bit length, including parity. I set mine up Mode COM1:300,n,8,1. Then type CTTY,COM1. By using FAST-TERM and the print spooler, you can print any information that is written on the screen. Also, by using FCTN B, you can write this text to a disk (receiving files). Some programs which work in DOS will work with this command, some will not. PC-FILE will work; QMODEM will not.

If you try to go to BASIC, CTTY becomes inactive until you leave BASIC.

NEW STUFF FOR OUR TI
COMPILED BY JOHN WILFORTH OF WEST PENN 99ERS 9/87

New ram card available from 64K through 512K. Can be purchased in kit form or assembled. This is being Manufactured by DATABIOTICS. Features:
-Print spooler   -Battery Backed
-Optional real-time clock   -Plug-in memory expansion
-I/O expansion (future)   -TMS 9901 on-board interrupt
-Fully documented source   -Accessable from all languages
-Select up to 4 drives per   -Includes disk manager and
  grand ram   and emulator software
-Compatible with TI, Myarc, Geneve, Corcomp, Morning Star
  and Foundation

Also compatible with John Johnson's Menu Program. Requires PEB and disk controller. Technical hotline 1-800-255-2985.

ASSEMBLED		KIT
64K order no. DB646R.....$129.95.................$ 99.95		
128K order no. DB128R..... 144.95................. 112.95		
256K order no. DB256R..... 169.95................. 136.95		
512K order No. DB512R..... 229.95................. 185.98		
CLOCK order no.DBCL6R..... 19.95................ 19.95		

The board is using the new 32K BYTE STATIC RAM chips. Up to (4) 512K GRAND RAM'S can be used for a total of 2 MEG BYTES of RAM DISK! In March, 1988, DataBiotics will release an ANALOG-TO-DIGITAL converter, to run external equipment and an emulator to create your own cartridges. Order from a

distributor of Databiotics, or from DataBiotics, Inc.   P.O. Box 1194, Palos Verdes, Estates, CA 90274.

BOWLING LEAGUE SECRETARY I.   Features include:

-Mid-season start up
-Extensive docuementation
-Handles men's, women's mixed
  and senior leagues
-Calculates season high game
  and series, individual
  standings, handicaps, total
  pins, awards, total games,
  forfeits, subtitutes, etc.
REQUIRES XBASIC, 32K memory,
  disk drive, and optional
  80-column printer. $49.95

-User Friendly
-Handles up to 40 teams at
  10 per team (238 bowlers)
-Reports inclue ABS, WIBC
  types reports of indivi-
  dual record sheets,
  weekly awards, weekly
  high game and series,
  team standings, weekly
  lane reports, and
  SECRETARY's weekly report
  and several others.

FOR Information call or write PILGRM's PRIDE, 5 Williams Lane, Hatboro, PA 19040 (215) 441-4262

RECIPE WRITER 2.0

A database program designed exclusively for recipes.   This is used to organize your recipe collection, and enhanced to help you plan a meal or find a nice side dish that goes with chicken. FEATURES INCLUDE:

-Full title space, oven temp
  and space for 23 lines of
  ingredients and 23 lines of
  instructions.
-Multiple keywords for each
  recipe.
-Complete recipe editing
-Print to paper or 3X5 cards
-100% compatible with GENEVE

-Converts any serving por-
  tions to ingredient list
-Super fast searches
-Friendly fast menus
-All options fully described
  in extensive manual
-Written in c99 and compiled
-Unprotected. Can be put on
  Ram disks

Also available. Electronic Gormet (tm) series of companion disks for RECIPE WRITER II.   Each volume is a complete recipe book. RECIPE WRITER II is $19.95 (includes S&H) and two currently available volumes of ELECTRONIC GORMET (tm) are $6.00 ea (including S&H). Volume 1 = Southwest Foods and Volume 2 = Appetizers and Soups. Available from ASGARD SOFTWARE, P.O. Box 10306, Rockville, MD 20850 (301) 559-2429.

COMPUTER SHOPPER

Carries ads from many supplies of computers, peripherals,

and software.   In the September issue, there were several ads for TI'ers. Check the Alpha Scientific ad on page 211. Example: "Attention TI99/4a Owners: 3.5 conversion is just as easy. Works with your contnroller (Myarc or CorComp) and software.   This refers to an ad to upgrade 5 1/4" disk drives to 3 1/2" Toshiba Micro Drives for $125.

The same ad lists "DOTS-PERFECT" upgrades for EPSON FX, JX, RX, MX, the TI(EPSON) matrix printer, and IBM graphics printers. This gives you Near Letter Quality, and Select Type features for these printers. (Graftrax included with MX kit) for $63. They also include a 128K parallel printer buffer, w-power supply and cable for $89. If you do't subscribe to this terrific computer magazine, you should do it right now: Computer Shopper, P.O. Box 1419, Titusville, FL 32781-9988,   phone 1-800-327-9926 (M-F), 1 year subscription $21.00. Alpha Scientific, P.O. Box 626, Chesterfield, MO 63006, Phone: (314) 878-7117 (central time) 10AM to 5PM.

MEGATRONICS, INC., P.O. Box 3660, Logan, UT 84321, has the Avatex 1200 modem for $85. Call 1-800-232-6342.

KIDWARE: Over 80 original, fun, inexpensive (less than $10.0), educational programs for theTI. Send LARGE SASE for brochure. KIDware, 1380 156th NE, Suite H2, Bellevue, WA 98007

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NEW DESKTOP PUBLISHING PROGRAM from August issue of MICROpendium. This is a module-based program and it is advertised to work with a basic console and printer. The advertisement was impressive. No mention as to whether graphics from other programs, ie, Artist Instances or CSGD can be imported and used. $59.95 + $1.50 S&H. DataBiotics, Inc., P.O. Box 1194, Palos Verdes Estates, CA 90274.

CERTIFICATE MAKER

Advertised both by Tex-Comp and Triton. Assembly language program with 6 text fonts in two sizes, 12 borders, 24 clip art graphics and official looking signatures and seals. For Epson/Star dot matrix or compatible printer in single or double strike or NLQ. $19.95 + $3.00 S&H. TEX-COMP, P.O. Box 33064, Granada Hills, CA 91344 (818) 366-6631

FASTEX 80 printer owners, send for a listing of books and disk/cassette software to contarol your FASTEXT 80 printer with you TI99/4A computer. There are quite a lot of books and programs items available. Write to: McWare, P.O. Box 2784, Fairfax, VA 22031

LETTER FROM FUNNELWEB FARM

Last month, we included the letter that I wrote to Tony and Will McGovern when I sent them our contributions from the Funnelweb kitty. Tony McGovern has sent a reply back to me and I want to share it with everyone. So we are printing it verbatim below:

To: James Nekeel, Chardon, Ohio, USA.

Aug 21st / 87

Dear James:

Here we are at Hawk's Nest for the weekend. No computer up here at the beach so it is where I catch up on overdue correspondence. I had been holding off writing back to you until Vn 4.0 of Funnelweb was ready to roll. That looks like it may be some weeks or more yet, so I'll just write this air letter now send something more solid later on.

The last issue of FWB was V3.4 dated May 14 / 87. Changes since then have led to alteration of the externally defined reloading interface making a change of version number necessary. So all developments since then are being piled up for Vn 4.0. At the present I'm working on a large scale CONFIG program to replace UPATCH ULInst and to do LOAD as well. This is the final major item to be done for 4.0 and is proving a massive job.

Will is in his final year of high school, the NSW Higher School Certificate is under parental pressure (some from me, mostly from Mother) to do less computing and TV watching and more HSC study. In spite of that he keeps plugging away at his latest opus, a program (for Myarc controller + 2xDSDD) for transferring text files between TI and MS-DOS disks.

There will be no problem with the check. If you know

anyone else planning to send a contribution it would be better for us if it were made out to: Will or Tony, or to Will alone. We are putting aside for a Myarc Geneve system when that finally comes out in a PAL (European/Australian) TV compatible version. By then it may have some software. The major part of the cost will be a color monitor of adequate resolution.

Funnelweb farm is our facetious name for home here in a rain forest patch. Funnelwebs are middling to large spiders that live in the ground outside, with a characteristic "funnel" shaped web at the entrance. They are extremely poisonous with an unusual venom that is unlike anything else and the ante-toxin was developed only a few years ago. The attitude around here is live and let live. They are nocturnal anyway. Very rarely one comes into the house - one such ended its days in a glass jar on top of the computer - our patron. Funnelwebs are unusual in that the male is far deadlier than the female. Australia is well supplied with poisonous wildlife - the world's only venomous mammal, and if you make a list of the worlds 10 most poisonous snakes, 9 of them are Australian. Curiously enough, scorpions here aren't poisonous (nasty bite though) unlike the North American variety, and don't fluoresce under UV light either.

Anyhow all the best to the TI groups in and around Cleveland. Vn 4.0 should be on its way some time soon.

Tony McG

As you can see, Tony sent a very nice letter and I enjoyed reading it and thought that all of the UG membership should have a chance to read it also. We should be proud that both Northcoast and Chips were able to raise a goodly amount to contribute to these excellent FAIRware programmers. Again, we must support those who support us! As Tony stated, we are expecting to receive version 4.0 of Funnelweb and when this comes in, we will make it immediately available to the UG members.

-- Jim Nekeel

PRINT-IT, AN OVERVIEW
Deanna Sheridan - NorthCoast 99ers

I had hoped to have been able to use this package enough to give a detailed review, but have only been able to skim through it. I feel, however, I can give you enough an idea of its feature for you to decide whether this program is something you would like. It is a Freeware desktop publishing type program. It is not as sophisticated as The Printer's Apprentice, but does some nice tricks and is VERY easy to use.

The program is written in Extended Basic. Graphics are generated with a special version of John Taylor's "Spritebuilder" which comes as part of the package. In fact, you will recognize most of the graphics if you already have Spritebuilder. Spritebuilder was designed for sprites on a 2 x 2 grid. Printit can use larger pictures and has the capability of butting up files side by side and vertically to produce larger graphics. The latest version also allows you to use Artist Instances.

There are several programs which perform specific tasks:

1. TITLES

This prints titles with graphics if desired in single or double density and regular (4X the normal character) or magnified (16X). You can tab anyplace across the page or have it auto-centered. This feature can also be used to print mailing labels and will print up to 99 copies of the same label. The TITLES program also produces banners either in block graphics or ASCII characters of your choice. You can choose sizes 1 to 5 and can have it automatically centered to tabbed to your specifications.

2. LABEL_LODR

A loader for Basic and XB programs (I have not tried it). It will also catalog a disk to screen or printer and will print mailing lable sized catalogs of the disk.

3. GRAPHPAPER

Makes graph paper for developing graphics. It is a sheet of squares not marked off for any specific blocks per inch, so could have many uses other than TI graphics.

4. BIG_TYPE

This is the fun part or the desktop publishing feature. Files are created in TI-Writer. You have a choice of printing in double density or quad density; thus you have two sizes available with each font. In quad density your page width would have to be 59 or less with 49 lines per page. In quad density you would have a right margin of 79. You can achieve 120 chrs by formatting a file with a right margin of 59 and removing every other LF to add the lines together. To embed a graphic within your text, simply enclose the name of the graphic as it appears on disk with [], such as [DOG]. To print an Artist Instance, use the same method, except you use 2 left braces, ie, [[35,TEACHER]; the 35 is the column at which you want the instance to print, and TEACHER is the name of the intance.

Sounds good, so far, right? The printing function is the only part that will drive you bonkers. It isn't difficult, but it is SLOW. Since this is an extended basic program, it is converting the graphic codes needed as it prints. It converts a line, prints a line, etc. and can seem to take an eternity. I don't find it any real drawback because I am not usually in any real hurry anyway. I just thought I would mention this for those of you who have to have everything in "turbo" mode.

This is a set of SIX disks. There is the main program, a docs disk, a characters and graphics disk, a TEXT FONT disk in SCRIPT, a Prinit+ disk which contains six more text fonts and a characters disk which contains a TEXT FONT in INVERSE characters. The program was developed by Rodger Merritt, 1949 Evergreen Ave., Fullerton, CA 92635. He is asking $15.00 for it, and I believe it is worth every penny. Since it is freeware, I could put it in the library, but I am NOT going to because I know that no one will send in their money. If you think you want the program, I will be glad to demo it and for a contribution to be directed to Mr. Merritt, I will then make it available. Or else, you can do as I did and order it directly from the author. There had to be a lot of work involved to develop 6 disks worth of material, and he deserves some compensation, especially since it is a nice addition to the text/graphics area.

This is a test of the BIG_TYPE program. This will show the possible variations of printouts using the same text file and only changing the density and format.

The TI computer ▣ is a transliteration and part of the Script file. It can only be changed by using CHAR EDIT. The dog ▨ is a graphic character and the print code will be taken from the disk. To do this it must be put in brackets with the graphic mode turned on.

```
CAUTION! USE LIGHT TOUCH ON
THE KEYS WHEN YOU TYPE IN
YOUR ANSWERS!!!!

100 B$=""

110 C$=""

120 DIM QUEST$(13),ANS$(13),
FLAG(13)

130 REM TITLE SCREEN

140 CALL CLEAR

150 CALL SCREEN(2)

160 PRINT TAB(5);"CHRISTMAS
CROSSWORD"

170 PRINT TAB(10);"BY T.I.N.
"

180 PRINT ,,,,,,,,,,,,,,,,,
,,,,

190 CALL SCREEN(10)

200 FOR DELAY=1 TO 1000

210 NEXT DELAY

220 CALL CLEAR

230 REM SECOND SCREEN

240 CALL SCREEN(2)

250 PRINT "THIS IS A SIMPLE
CROSSWORD"

260 PRINT "PUZZLE WITH CHRIS
TMAS QUEST-"

270 PRINT "IONS AND CHRISTMA
S ANSWERS."

280 PRINT " "

290 PRINT "IF YOU DON'T KNOW
THE ANSWER"

300 PRINT " JUST PRESS ENTER
AND THE "

310 PRINT "QUESTION WILL BE
ASKED AGAIN"

320 PRINT "AT A LATTER TIME.
FOR ALL "

330 PRINT "TWO WORD ANSWERS
PLEASE"

340 PRINT "OMIT THE SPACE BE
TWEEN THEM."

350 PRINT "
THANK YOU"

360 PRINT "
SANTA"
```

```
370 PRINT ,,,,,,,,,,,

380 CALL SCREEN(4)

390 FOR DELAY=1 TO 3000

400 NEXT DELAY

410 REM THIRD SCREEN

420 CALL CLEAR

430 CALL SCREEN(2)

440 PRINT "GOT TO GET THE TR
EE"

450 PRINT "AND AS USUAL, THE
TREE TRUNK"

460 PRINT "WON'T FIT IN THE
STAND."

470 PRINT

480 PRINT

490 PRINT "HANG ON WHILE I C
UT "

500 PRINT "THE TRUNK DOWN TO
SIZE."

510 PRINT ,,,,,,,,,,,

520 CALL SCREEN(13)

530 FOR DELAY=1 TO 2000

540 NEXT DELAY

550 REM READS QUEST, ANS AND

560 REM FLAG INTO ARRAYS

570 FOR Z=1 TO 13

580 READ QUEST$(Z),ANS$(Z),F
LAG(Z)

590 NEXT Z

600 REM DATA FOR QUEST,ANS A
ND FLAG

610 DATA MAILED GREETING,CAR
D,1,MISTLETOE AND ?,HOLLY,1,
DOOR ORNAMENT

620 DATA WREATH,1,RULDOPH,RE
INDEER,1,FLAKEY WATER,SNOW,1
,PRESENT,GIFT,1

630 DATA FOLLOWS NOVEMBER,DE
CEMBER,1,ST NICK,SANTACLAUS
,1

640 DATA PLAY THINGS,TOYS,1,
HANGS ON TREE,DECORATION,1,S
ANTA'S HOME,NORTHPOLE,1

650 DATA SANTA'S HELPER,ELF,
1,PULLED BY HORSE,SLEIGH,1
```

```
660 REM DEFINE CHARACTERS FO
R TREE

670 CALL CHAR(40,"FFFFFFFFFF
FFFFFF")

680 CALL CHAR(125,"FFFFFFFFF
FFFFFFF")

690 CALL COLOR(2,13,13)

700 CALL CLEAR

710 REM DISPLAY TREE ON SCRE
EN

720 FOR G=1 TO 24

730 READ A,B,C,D

740 CALL HCHAR(A,B,C,D)

750 NEXT G

760 REM DATA FOR XMAS TREE

770 DATA 1,16,40,2,2,15,40,4
,3,14,40,6,4,13,40,8,5,14,40
,6,6,13,40,8

780 DATA 7,12,40,10,8,11,40,
12,9,12,40,10,10,11,40,12,11
,10,40,14,12,9,40,16

790 DATA 13,10,40,14,14,9,40
,16,15,8,40,18,16,7,40,20,17
,8,40,18,18,7,40,20

800 DATA 19,6,40,22,20,5,40,
24,21,4,40,26,22,16,40,2,23,
16,40,2,24,16,40,2

810 CALL SCREEN(16)

820 CALL COLOR(12,16,16)

830 REM DISPLAY BLANKS ON TR
EE

840 FOR G=1 TO 13

850 READ H,I,J

860 CALL HCHAR(H,I,125,J)

870 NEXT G

880 REM DATA FOR BLANKS IN T
REE

890 DATA 8,17,4,9,17,5,10,16
,6,11,15,8,12,17,4,13,14,4,1
4,13,8,15,10,10,16,14,4

900 DATA 18,11,10,19,15,9,20
,17,3,21,15,6

910 REM DATA FOR CURSOR POSI
TION IN TREE

920 DATA 8,17,9,17,10,16,11,
15,12,17,13,14,14,13,15,10,1
6,14
```

```
930 DATA 18,11,19,15,20,17,2
1,15,1,1,1,1,1,1

940 REM PROGRAM LOGIC

950 X=0

960 IF X=13 THEN 1290

970 READ ROW,COL

980 IF X>=14 THEN 1380

990 X=X+1

1000 IF X>=14 THEN 1380

1010 IF QUEST$(X)=" " THEN 9
90

1020 IF X>13 THEN 1380

1030 REM DISPLAY QUESTION AT
BOTTOM OF THE SCREEN

1040 FOR K=1 TO LEN(QUEST$(X
))

1050 CALL HCHAR(23,K+1,ASC(S
EG$(QUEST$(X),K,1)))

1060 NEXT K

1070 REM ANSWER DISPLAY

1080 CALL KEY(0,LETTER,S)

1090 IF S=0 THEN 1080

1100 REM ENTER PRESSED???

1110 IF LETTER=13 THEN 1200

1120 REM  DISPLAY ANSWER ON
SCREEN

1130 CALL HCHAR(ROW,COL,ASC(
CHR$(LETTER)))

1140 COL=COL+1

1150 B$=CHR$(LETTER)

1160 REM CONCATINATE LETTERS
TO FORM WORD(ANSWER)

1170 C$=C$&B$

1180 GOTO 1080

1190 REM ANSWER CORRECT???

1200 FOR Z=1 TO 13

1210 IF C$=ANS$(Z) THEN 1350

1220 NEXT Z

1230 IF X=13 THEN 1290

1240 B$=""
```

		1340 REM SET FLAG TO ZERO IF	CORRECT
1250 C$=""		ASNWER CORRECT FOR THIS QUE	
1260 CALL HCHAR(23,1,32,17)	1300 IF FLAG(ANS)<>0 THEN 13 30	STION	1380 RESTORE 920
1270 GOTO 970	1310 NEXT ANS	1350 FLAG(Z)=0	1390 GOTO 950
1280 REM ALL ANSWERS CORRECT ???	1320 GOTO 1400	1360 GOTO 1220	1400 END
1290 FOR ANS=1 TO 13	1330 GOTO 1240	1370 REM RESTORE CURSOR POST ION DATA IF ANY ANSWER IS IN	

Christmas Crossword
TOM NELLIS - NORTHCOAST 99ERS

A few years ago, my daughter brought home a crossword puzzle from school. It was a simple puzzle and after looking at it, I decided to write a basic program to do the same thing.

This program was written top-down, that is, I just coded it as I went along. The only preparation for writing the program was to transfer the tree and empty blocks to a piece of graph paper. This was used for row and column numbers I would need in the data statements.

I chose to write the program in basic because the lack of display at and accept at would require me to write my own. I also was able to use some of the "basic" commands that I didn't normally use.

The program uses a lot of Rem statements. These will hopefully explain what is going on in the program at any given time.

By using Call Screen(2) then printing the screen, then changing the screen to the desired color, the screen doesn't scroll. Some other things I discussed when writing this program was, "Call Key 0, Letter,S". Enter has a value of 13. The "display at" for the printing of the questions can be found in lines at lines 1040-1060. The "accept at" can be found at lines 1080-180. The starting row and column were supplied in the Data Statements (lines 120-930).

Now, what this program needs are a few features to spruce it up (no pun intended). How about some ornaments on the tree? Once the puzzle has been finished, how about some music or graphics that are Christmas related? The most needed feature is to be able to only answer the questions that are incorrect, erasing the incorrect answer from the screen, redisplaying the question and positioning the cursor for the correct answer. This shouldn't be too difficult. "Hint", just use arrays to store all the data.

I hope you enjoy the puzzle and learn something about basic programming while typing it in.

T.I.N.

P.S. Don't cheat by looking at the data statements.

☀ DEANNA SHERIDAN ☀
♠ ♠ ♠ ♠ ♠ ♠

♣ How would you like to write your Christmas Letter this year by including symbols of Christmas ♣ throughout the letter✳

It is easy with TI Writer ♣ and a few transliterate codes♥. These are one character high ♠ symbols and fit nicely into text ◇ without any additional formatting ♦.

◈ You can even put little borders around something you would like to highlight ✄ ✄

☻ ☻ ☻ ☻ ☻ ☻ ☻ ☻ ☻ Since it is not all that difficult to print mailing labels from TI Writer, you could do your own gift tags and mailing labels

MERRY CHRISTMAS

☻ ☻ ☻ ☻ ☻ ☻ ☻ ☻ ☻

♫ There is one thing ✳ to watch, however, if you use several symbols together, and that is ♥ to space between them because in most cases, I have used 7 or 8 columns in width instead of the usual 6. It is ✄ very difficult to get a symbol with only 6 ◈ columns.

In other instances, ♣ this has been accomplished, so check the demo file which shows which can be used in this manner ♣.
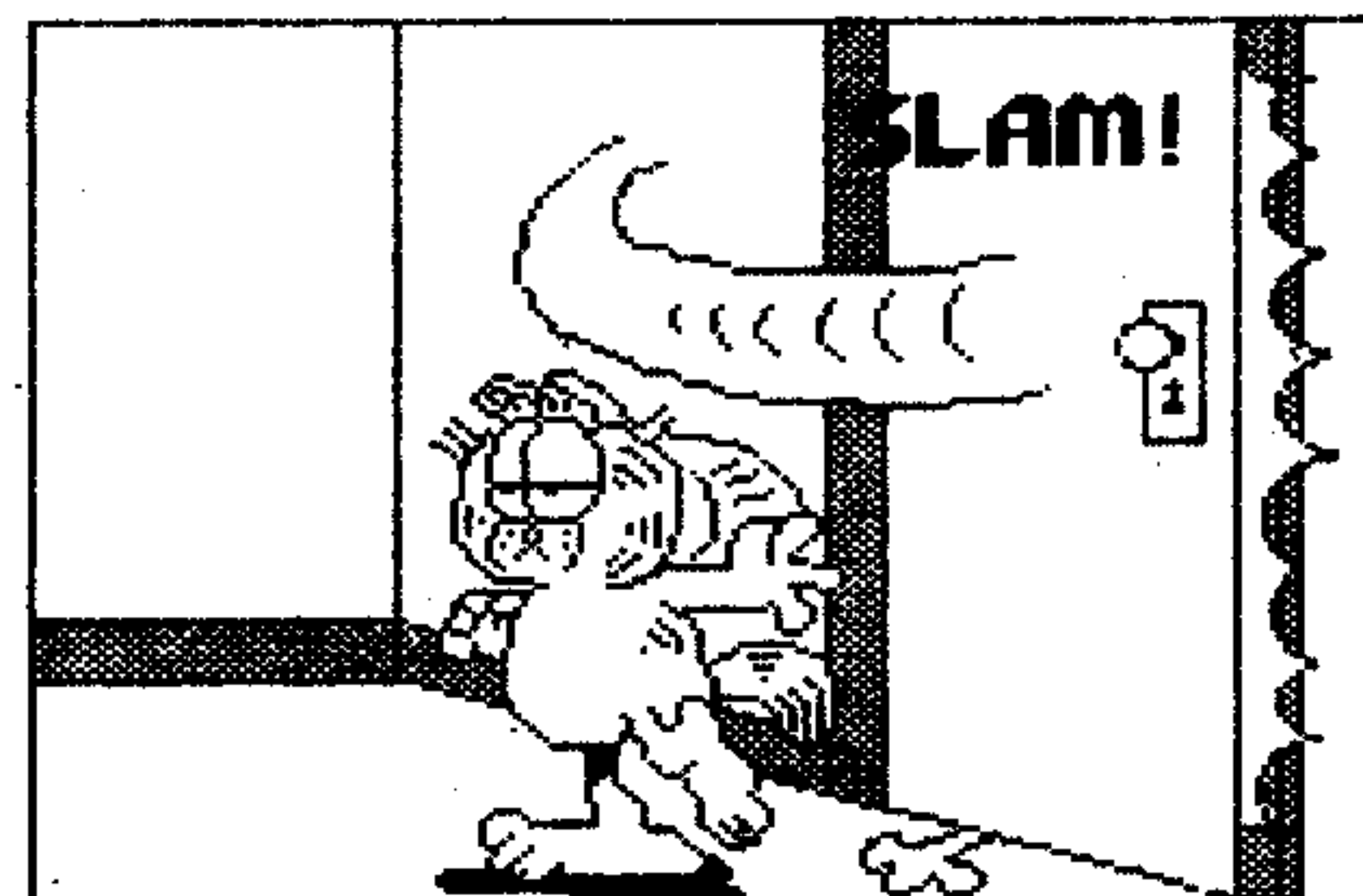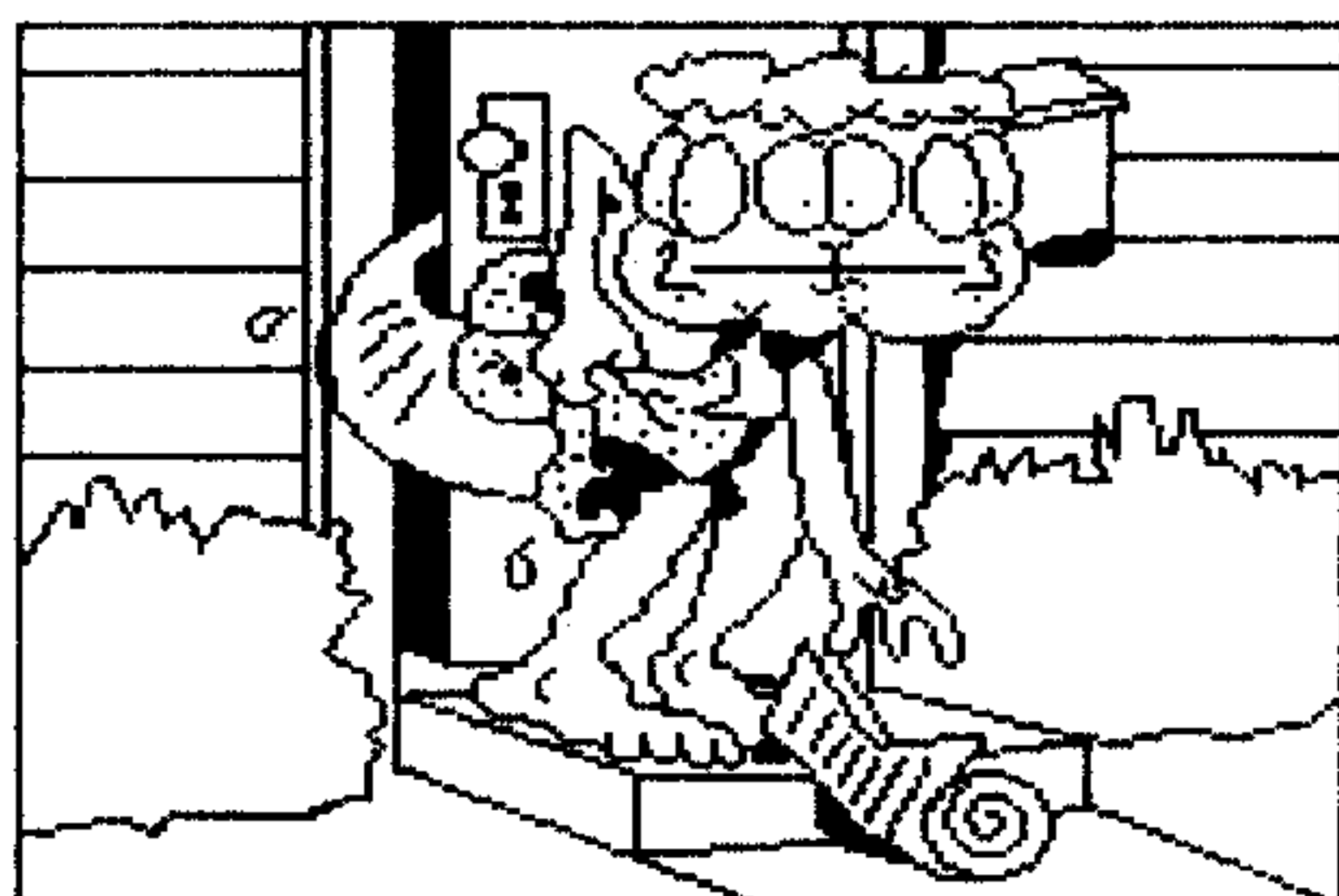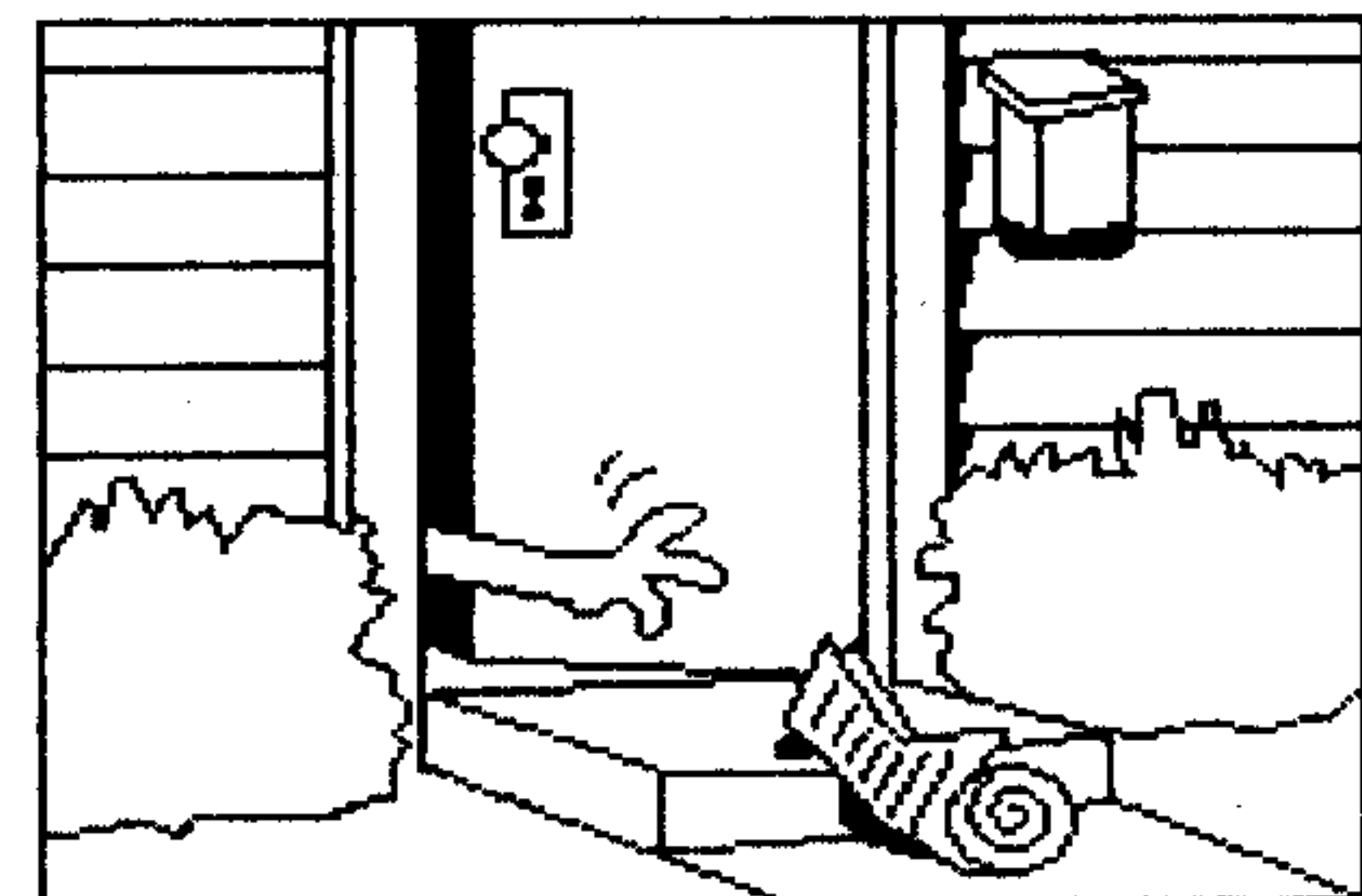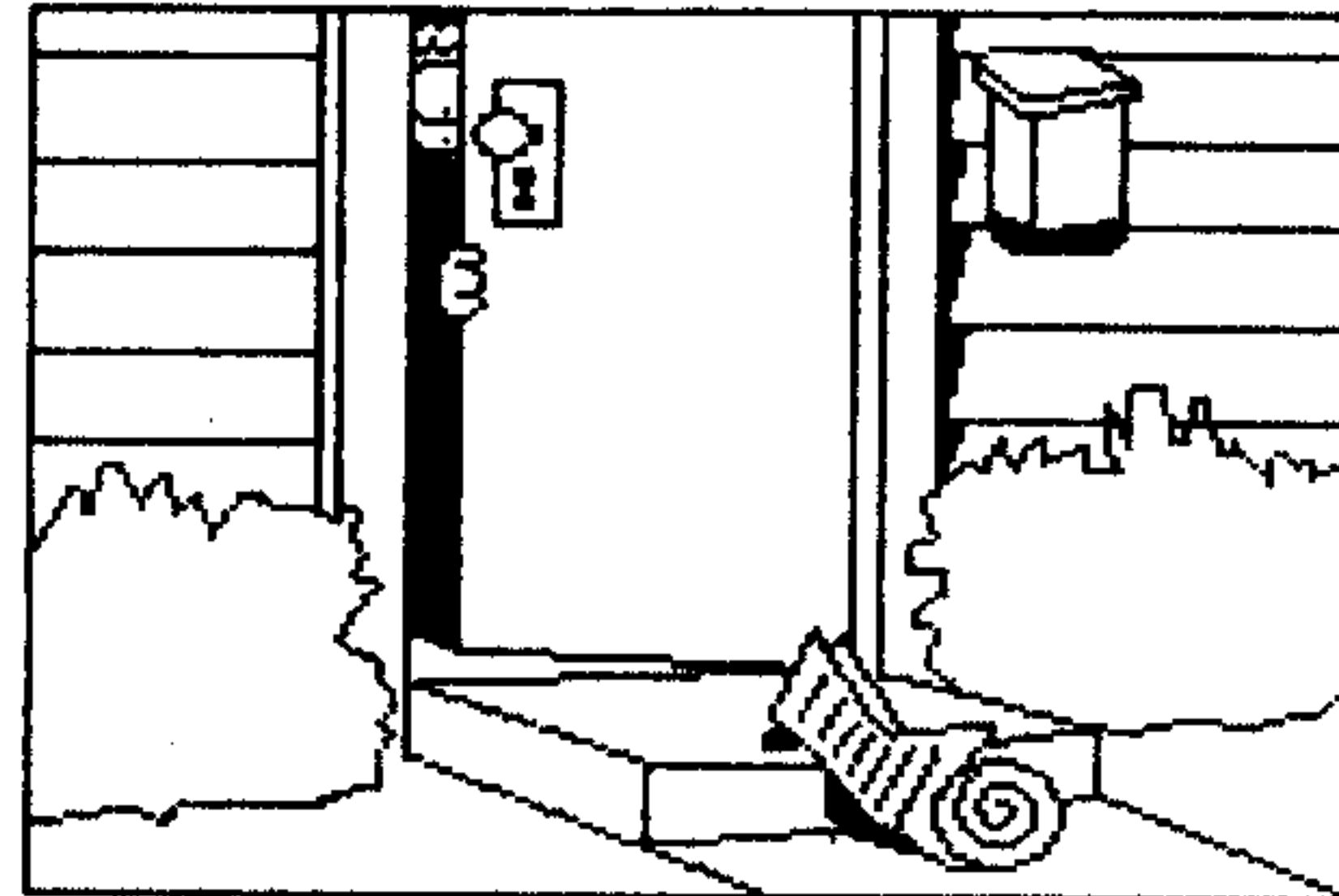
Use your imagination and have fun ☻ with this year◇s Christmas letter

♣ ♦ ♥ ☀ ♣ ♠ ☻ ♦ ◇ ✄ ♫ ✳ ✄ ◈ ✄ ♣ ♣ ☻

Matt Andell's "Digitized" Version of a Garfield comic strip.
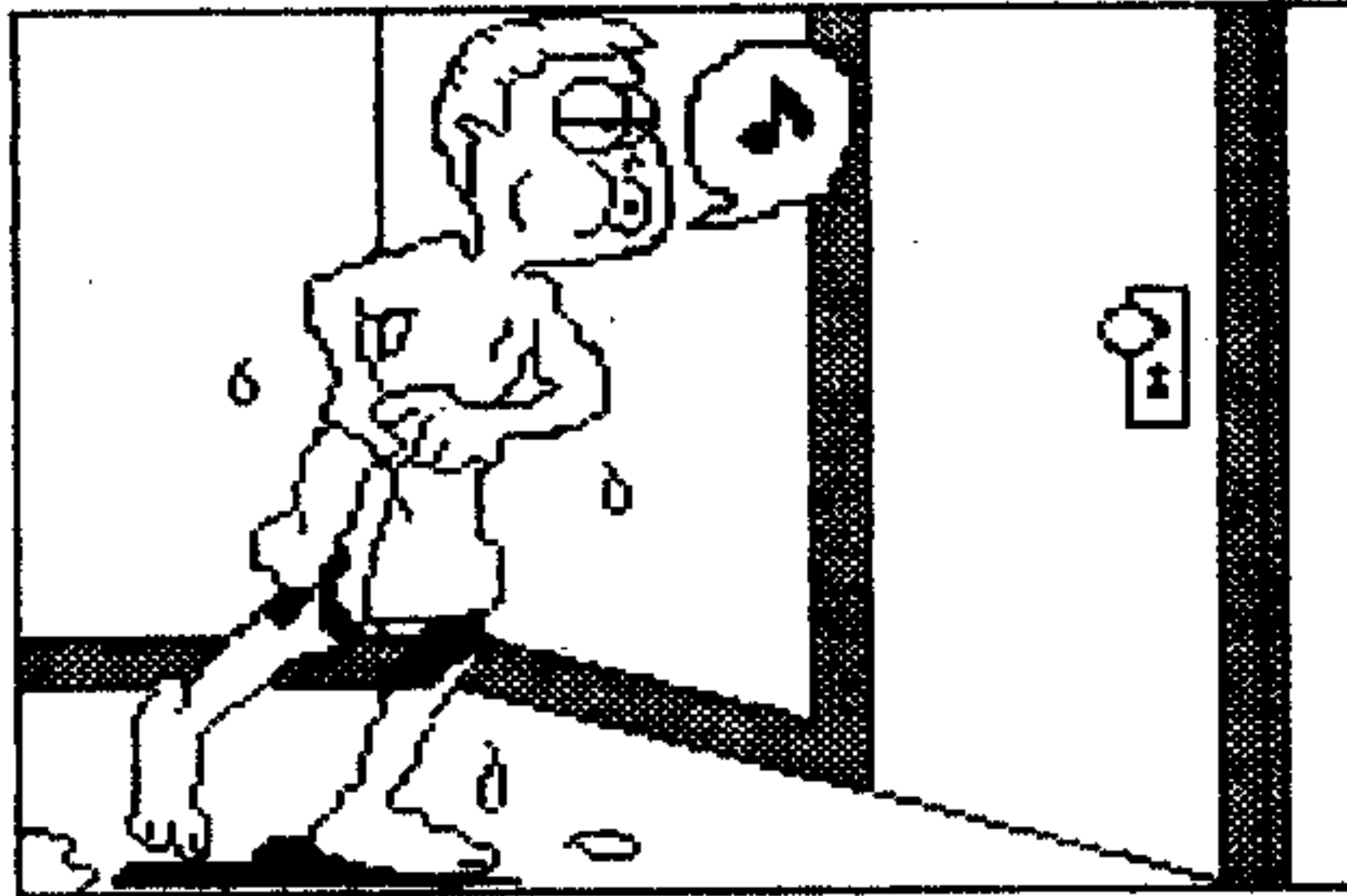
REVIEW OF SPAD XIII
By Bill Zaebst - CIN-DAY - August, 1987

SPAD XIII by NOT POLYOPTICS is a World War I flight simulator with 3D graphics, six views in all directions, keys 1 through 6, as well as an unobstructed view forward, key U. Although the graphics are rather sparse and updated only about once per second, they do give you somewhat of a realistic feel of flying. Your controls are: Throttle, key 7 down, key 8 up, and key 9 full throttle, Joystick, up-and-down and Bank left-and-right, and Rudder, left-and-right. The first two controls are keyboard only.

The instruction manual accompanying the program is nicely done; tells something of the history of the plane and has diagrams of maneuvers and fighting tactics. There is a diagram of the Spad XIII instrument panel showing what the gauges on the Forward screen represent. Another page shows the keyboard template in almost full size. A map illustrates the main graphics of the program; home field, enemy field, the trenches between, the river Seine, the Eiffel Tower, and a few assorted graphics representing hills and towns. In flying you will encounter enemy planes, observation balloons, and flak.

I have had no difficulty finding and circling the Eiffel Tower and finding my way back to the home field and alternately flying over enemy lines and finding my way back home. What I have had trouble doing is landing successfully; only about half of the time have I survived the experience. If you crash, you immediately see a white screen with the words PRESS ENTER. One might think he has arrived at the Pearly Gates.

Game addicts may find this program too slow after the arcade experience; both in terms of program reaction to keyboard or controller commands and in the fact of the program running in real time. It took me nearly an hour to fly to Paris and back. With the simple line graphics, there isn't much to look at but still it wasn't boring to me I am not a game buff myself and regard SPAD XIII as a simulation rather than a game. So it was a "must have" for me, but I would recommend it for anyone.

Program requirements are: Extended Basic cartridge, 32K Memory Expansion, and Disk Drive. It is auto-loading from drive 1 with a simple "SPAD XIII_____LOADING, Please Wait" message. There are instructions on loading a title screen which is a nice graphic of a SPAD XIII. It seems a bit strange that there is a title screen that isn't normally seen in running the program, but I will give it an "ace" rating anyway. Not-Polyoptics, P.O. Box 4443, Woodbrige, VA 22191.

CLEVELAND AREA 99/4A USER GROUPS
C/O DEANNA SHERIDAN
20311 LAKE ROAD
ROCKY RIVER, OH 44116

PLEASE NOTE - NEW ADDRESS

CHECK YOUR EXPIRATION DATE.
THIS MAY BE YOUR LAST ISSUE!!