



# CLEVELAND AREA T199-4A USER GROUPS NEWSLETTER

NOVEMBER, 1988

| OFFICERS         | NORTHCOAST               | TI-CHIPS                  | MEETING DATES        |                        |
|------------------|--------------------------|---------------------------|----------------------|------------------------|
| PRESIDENT        | MARTIN SMOLEY 1-257-1661 | GLENN BERNASEK 238-6335   | NORTHCOAST 1:30 P.M. | TI-CHIPS 10:00 A.M.    |
| VICE PRESIDENT   | ERNTE MALMAR 289-7742    | 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       | CHUCK POULIN 731-6473    | JOHN PARKEN 331-2830      | THIRD SATURDAY       | THIRD SATURDAY         |
|                  | 361 E. 280TH ST          | 4172 W. 217TH ST.         |                      |                        |
|                  | EUCLID, OH 44132         | Fairview Park, OH 44126   |                      |                        |
| SECRETARY        | CHUCK POULIN 731-6473    | MARY PHILLIPS 582-4009    | OCTOBER 15, 1988     |                        |
| LIBRARY (DISK)   | MARTIN SMOLEY 1-257-1661 | MARK McCAULEY 235-8888    | NOVEMBER 19, 1988    |                        |
| (TAPE & MODULES) | TOM WELLS 475-4067       | JOHN PARKEN 331-2830      | DECEMBER 17, 1988    |                        |
| (HARD COPY)      | DICK ALDEN 1-352-9172    |                           | JANUARY 21, 1989     |                        |
|                  |                          |                           | FEBRUARY 18, 1989    |                        |

There continues to be a lot of new programs being introduced for our orphan. I got several this past month and tried to review as many as I could. Please note especially the article on MACFLIX as it will allow us to use the clip art from PrintShop, Newsroom, PrintMaster and many other MSDOS printing programs. I already have a good sized library started which will be donated to the clubs' libraries.

EZ-KEYS is now called EZ-KEYS PLUS. Tom Freeman's Checksum program is built in as is a resident screen dump. The manual has been rewritten to give you may more hints on how to use the MACRO keys and write little programlets for various functions. Steve Weinkhamer has promised an indepth article for us next month.

Chuck Poulin finally got the copy of QUICKRUN from Asgard that he ordered last summer. This loads and runs your programs very quickly.

ASGARD has also announced BATCH-IT which requires a mini-memory or supercart. It seems to do for assembly programs what EZ-KEYS does for X BASIC programs. You can write MSDOS type batch programs to perform tasks for you.

ASGARD, in addition to the Dinosaur graphics has 3 new disks of TI-ARTIST fonts available.

PILGRIM'S PRIDE has updated GRAPHICS EXPANDER so that it will enlarge and reduce graphics. It differs from ARTIST ENLARGER in that you can choose your degree of expansion or reduction from 1 to 9. It is written in assembly and works very fast. With this program you can expand your library of fonts by creating new ones in various sizes. There is also a program on the disk called BIG TYPE which allows you to use TI-ARTIST fonts that are too large to load into TI-ARTIST itself.

Since I read this in another newsletter, I don't think I am telling anything that I shouldn't, and that is version of 2.0 of TI-BASE is out for beta testing. Our own Marty Smoley has a copy and says that there are so many new features coming, it will be almost like having a new program. I gathered from the Dallas newsletter they are shooting for sometime around the first of the year for it's official release.

While we are on the subject of stuff for the TI, let's

not forget our fairware authors. I recently purchased a couple of PC magazines which editorialized on this. It seems even in the world of Big Blue, only 5 to 10 percent of the users ever pay for their fairware. It is a concept that has not lived up to its expectations. But, a fairware author can get a decent return out of 5 to 10% of MSDOS users, but when you take 5 to 10 percent of what is left of TI users, the fairware author gets very little. Thus, we are going to have to become "better" than other computer users in paying for what we use if we want to continue to have quality products for our machine. How would you feel if you spent the time involved to write some of the most-used fairware products (most of us couldn't even start to write the code), and then have no return for that effort? Again, I implore you to look over those 5 or 6 programs you use on regular basis and each month, send in your contribution until you are paid up. I know how easy it is to say, I will when I get around to it. Unfortunately when you start pointing a finger at someone, there are at least 3 fingers pointing back at you. In order for me to have a clear conscience I sat down and sent in my check for Archiver 3.02 before I wrote this!!

We have a new contributor to the newsletter. Steve Bagsted will be reviewing games, both commercial, fairware and public domain when he finds some he thinks are of interest. Thanks for the offer, Steve. This is how we are able to put out such a varied newsletter! Steve has also agreed to work with me in developing a library of Multiplan templates.

Speaking of the library. Sublibrarians, please let us hear from you. The following have had disks to catalog since last June. Education, Home/Financial and Utilities. If you are bogged down and can't get to them, please let Marty and me know. With fall coming, we have had some offers of help from other members. The idea of sublibrarians was to split up the job and get programs into the library faster. I have about 40 more floppies here to distribute. I had a disk drive die on me last month and gave up doing any copying until I got it replaced! So, next month, you should have more for your categories!

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EXECUTIVE NOTES - TI-CHIPS  
 Mary Phillips, Secretary

By the time most of you read this, this "news" may really be old. Delivery of the newsletter to many areas has slowed considerably lately. Bulk mailings are given low priority by the post office. The cost of any other mailing, however, appears to be prohibitive. So, anyway, here's what happened at the Chips' October meeting.

Earlier this year, we began loaning a selection of modules to members with a \$1 loan fee. This effort appears to be working well, with everyone benefiting. Additional program donations as been received as well.

During September approximately 260 postcards were mailed out to registered TI owners in the area. Some response had already been received by the October meeting. It was suggested that more information was needed on the mailings. Perhaps a full page sheet mailed under bulk mail would be more effective.

Matt Andel gave a "Dino Graphics Demo" of dinosaur instances on two disks he had purchased. Manufactured by Asgard Software, the artwork can be used in any program that uses TI-Artist format artwork. The pictures are of real and cartoon dinosaurs.

Les Kee broke away from his usual Ex-Basic programs to demonstrate "Fractal Explorer", from the disk library. Requiring Editor-Assembler, the program permits a greater understanding of the concept of "fractals" (shapes that are "infinitely squiggly").

Ed Kennelly presented some utility routines. One of them, "Stock/Inv" allows for inventorying items. "Booter" prints disk labels side-by-side for doubled-sided disks.

Glenn Bernasek explained her personal database program. All information is entered as data statements.

Harry Hoffman was the lucky raffle winner. He received his choice of selected disks of library programs.

I hope everyone has noted the dates of future meetings found on the front page of this newsletter. Don't forget--they're the third Saturday of every month. See you there!

FUN & GAMES WITH YOUR TI

Steve Bagsted - Northcoast 99ers - Cleveland, Ohio

I'd like to occasionally put in a plug for fun uses for our computers. After all, there are many excellent games around. For this month, I'd like to comment on several programs I purchased in relatively recent months.

From Tex-Comp (PO Box 33084 Granada Hills, CA 91344) came "3 GREAT GAMES" from Thorne EMI, including Submarine Commander (my favorite, a WW2 simulation with you as a sub commander trying to sink shipping in the Mediterranean Sea-just a super program-my best is 80,700), River Rescue (fast action of your patrol boat trying to rescue endangered people along battle-torn river-my best is 5,840), and Computer War (defend the US from incoming missiles- super fast action-my best is 10,950); any one of these is worth the price, but together anyone interested in good battle-type games should surely get this set. Also from the same source came TENNIS for \$9.95, a one or two person tennis game with outstanding action rivaling a real arcade. The graphics are just amazing, including ball retrievers and the ball's shadow; sound is also good. It also included several other interesting bonus programs. Next, from Asgard Software (PO Box 10306 Rockville, MD 20850) for \$9.95(?) came DOOM GAMES I, a collection of new adventures for the Tunnels of Doom module. There are four games in all, with my personal favorites DOCTOR (you are Doctor Who from the PBS TV series) and K-Mart (you must make your way through a terror of crazed shoppers and blue light specials). If you are a ToFD fan, you should love these variations. Finally, from Tenex (800-348-2778) for \$12.95 came SPACESTATION PHETA, an action/exploration game with you guiding your spaceman thru an abandoned station (very fast and excellent variety, includes editors/modifiers and ability to show solutions-my best is 20,750)

In upcoming articles, I will plan to highlight some of the offerings from our library as well as commercial offerings. Until then...let's play (at least occasionally!).

PICASSO 2.0 AND  
 PICASSO UTILITIES

Deanna Sheridan - NorthCoast 99ers - Cleveland, Ohio

The latest Asgard newsletter detailed the unfortunate turn that has taken with one of our most promising graphics creation and printing programs, PICASSO. Since I sent my money for version 1 directly to Arto Heino without any reply of any kind, I certainly was not going to pay another \$20 for the commercial version without knowing what, if any real enhancements, had taken place. Matt Andel bought a copy from Edu-Comp and brought it to our graphics meeting this month. I had placed an order with Tenex and decided to get the PICASSO UTILITIES.

PICASSO 2.0 corrected the two most glaring problems with 1.1 and that was the inability to save artwork in a

See page 9



## EXECUTIVE NOTES - NorthCoast 99er's 10/15/88

The meeting was still rather small. We had about 22 members show up. It's possible that people stayed home because it was an absolutely beautiful day. It was sunny, warm, and dry. "Sunny, warm, dry Saturdays are very hard to find in Northern Ohio, at this time of year." The demonstration on PLUS! by Paul Newmeyer was excellent. If you use TI-Writer or FunnelWeb, you should take a look at PLUS! It has a lot of documentation (which is helpful by itself), and a great number of useful transliterates, programs and helpful tips. It will make your printer do things you didn't even know were possible. It seems to me that if you are not attending the meetings you are missing some very interesting and useful demonstrations.

### NORTHCOAST DISK LIBRARY

It would sure be nice to hear something from some of our librarians before the end of the year. As I will switch from President to Librarian next year I hope that the sub-librarian staff has not fallen off the edge of the planet. As for the rest of you (members), we have got some wonderful stuff in our library. Don Owen doesn't make it to some of the meetings, but I have Freeware updates with me all the time. I just can't remember to keep mentioning these things so you'll have to ask about the freeware sheets and I'll be happy to give you one. If you don't take advantage of our library, you are really missing out. Quite some time ago we calculated that we had around 3500 programs in the library. We have added a great deal since then. I would venture a guess that we now have between 4000 and 4500 programs, and most of the recent entries are the top of the line in programming. Many of the disks have documentation that is so good, if you just read the docs and never used the software you'd still get a tremendous benefit from the disk. SPECIAL NOTE: If you cannot attend the meetings, you can still use the library. For several months we have made the library available by mail order if you are willing to pay the postage. We are making it as easy as possible for you as members to take advantage of the library and other services the club offers.

### NEW SPECIAL INTEREST GROUP

Bernard Zuckerman's new group is off the ground. Bernie has temporarily named the group, "The Novice SIG". The group has some members and the systems those members own range from a console and tape deck, to complete systems with disk drives. That means belonging to this group could be helpful to you, no matter what your status is in the TI community. Bernie lives in South Euclid and his phone number is 381-4088. If you're a new member or just need some help, give him a call and join the SIG. I would also like to inform everyone that Bernie will be taking over the tape library from Tom Nellis in the near future. This should make it quite convenient for members in the Novice SIG who own tape systems to get tapes from the tape library.

### SOME ITEMS OF INTEREST

As you may know our group and the Chips group are

considering having a TI-Fair, or Fair/Swap Meet or, something like that in September of 1989. If you can help us out with some ideas, or if you have had some experience with shows or swap meets in the past, please help us get organized. We need to get our ducks in a row by the end of the year so if you can help, give me a call. We already have three people on the committee so you won't be alone in this venture. "It seems that no one wants to be the first to jump into anything."

We are going to start a new membership drive. This will be a telephone drive, where each member will be asked to call one or two prospective new members per week. The plan has not been laid out yet, and I could really use some help from anyone who has had some experience in marketing or advertising. I have been trying to do some of our promotional work, but I feel like I am stumbling around in the dark. As I am a Bricklayer by trade this is really out of my line of work. I know what your thinking. "Why is this Bricklayer writing tutorials on TI-Base?" Well, one day I watched this little old ant. He dragged away our favorite rubber tree plant. And! by the way, the people who read the tutorials don't read this column, so, don't tell them, OK!

### NORTHCOAST MEMBERS -> TI-BASE

If you haven't been attending meetings, you may not know that we can get TI-Base at a club price. If you have been reading the tutorials and are thinking of purchasing TI-Base, contact me for the details.

### THE NEXT NORTHCOAST MEETING

At the next meeting Tom Nellis will demonstrate FunnelWeb Ver. 4.11, "I think". At any rate it will be the latest version we have, which is 4.10 or greater. He will try to cover some of the basic uses for FunnelWeb, but possibly of greatest interest, he will try to un-mistify the new Configuration Program and its load features.

See you all at the next meeting. Marty

### TI-BASE - From INSCEBOT

### IMPORTANT TIPS

NorthCoast 99'ers - Oct. 21, 1988  
Late information By Martin A. Smoley

I was just reminded of this small but extremely important tip. It concerns automatic page eject when it reaches the number which the PAGE directive is set equal too. The TIB software comes with PAGE=56 already in the system. If you type in SET PAGE=000 at the dot prompt, or enter this line in the SETUP CF, no page eject will be issued. This is absolutely necessary when printing labels. I put this command in my SETUP file when I first started working with TIB and completely forgot about it until now. I'm sorry about that one folks. Some people probably wasted hours on this problem.

**T I - BASE - From INSCEDOT  
TUTORIAL 3 By Martin Smoley  
NorthCoast 99'ers - Oct. 1, 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.

```

SET TALK OFF
*                               9/12/88  WHILE
* Command File WHTST3          ENDWHILE
* Save as WHTST3/C            DOCASE
*                               ENDCASE
CLOSE ALL
LOCAL ? N 2 0
LOCAL SEL N 2 0
REPLACE ? WITH 0
WHILE .NOT. (?)
CLEAR
WRITE 2,8,"** Make A Selection **"
WRITE 4,10,"> 0 < To Quit CF"
WRITE 6,10,"> 1 < DO WHTST4"
WRITE 8,10,"> 2 < DO INITPR"
WRITE 10,10,"> 3 < SEL. THREE"
WRITE 12,10,"> 4 < SEL. FOUR"
WRITE 22,4,"Enter 0-4"
READ 22,15,SEL
WRITE 22,3," "
DOCASE
CASE SEL = 0
WRITE 18,10,"Have a nice day"
REPLACE ? WITH 1
BREAK
CASE SEL = 1
WRITE 18,15,"Number 1"
DO WHTST4
BREAK
CASE SEL = 2
WRITE 18,15,"Number 2"
DO INITPR
BREAK
CASE SEL = 3
WRITE 18,15,"Number 3"
BREAK
CASE SEL = 4
WRITE 18,15,"Number 4"
BREAK
ENDCASE
ENDWHILE
CLEAR
CLOSE ALL
SET TALK ON
RETURN

```

This month I'll attack the DOCASE, ENDCASE and a couple of additional tidbits. This tutorial will finish off almost all of the major points in the TIB Manual. Hopefully at that point you will have some idea what is going on with this language. Future tutorials will be less wordy and contain more intricate programming. I will also try to touch on the items we didn't cover in the manual so far.

The CF named WHTST3 is listed to the left. It is the beginning of TIBs' menu capability and many other things which can be handled by combinations of WHILE, DOCASE and IF statements. Let's hit the high points. LOCAL ? N 2 0, initializes a local variable named "?". I named it ? because I couldn't come up with a good name for it, as in SEL which stands for selection. ? is a Numeric Variable with a size of 2 and 0 decimal places. A Numeric Variable can also be used as a Boolean Operator (if you're careful). A Boolean Operator is just something that transmits a True or False to TIB. To TIB and to many many programs and computers, False is represented by a Zero "0", and True is represented by a one "1". When we REPLACE ? WITH 0, ? is both a Numeric Variable which contains the value 0 and a Boolean Operator which represents False. WHILE statements need Boolean Operators to decide whether to execute the lines following the WHILE statement or skip them all and go directly to the statement after the ENDWHILE. In this case WHILE .NOT. (?) means WHILE ? is NOT true, do the statements following the WHILE. Because we placed a 0 in ? previously, it is False (or not true), so the WHILE will continue to loop until we change ? to a 1 or True, which you can do in the CASE SELECTION number 0. If you grasp this logic, you can see why I named it ? and why I said be careful. If you don't grasp the idea, just type things in as you see them. There will be more chances to sort out program logic in the future. When we enter the WHILE loop we CLEAR the screen and display a menu which can contain anything you wish TIB to do for you. At the bottom of the input screen TIB asks for your selection. Entering a number from 0 to 4 will set the variable SEL equal to that number. TIB then blanks out line 22 on your monitor and goes into the DOCASE routine. In the DOCASE, TIB goes to the first CASE and compares the value in SEL to the value on the right side of the equal sign. Therefore, if you selected 0 when asked for your choice, TIB would find a True match when it hit the first CASE comparison and would execute the lines between that CASE and the BREAK directly after it. In this case it would display the message "Have a nice day" and REPLACE ? WITH 1, which makes the variable ? True. When TIB hits the BREAK after REPLACE ? WITH 1 it goes to the ENDCASE. In this instance it would then go to the ENDWHILE which sends TIB back to the beginning of the WHILE loop. This time when we hit the WHILE .NOT. ? the ? equals 1 or True so the WHILE loop does not execute and the program goes to the next directive after the ENDWHILE. "I know that is a roundabout way to get here, but the computer can do it a lot faster than I can explain it." If you had selected 0, TIB would then finish and leave this CF which would return you to the DP. If, however, you had chosen any other number, TIB would have performed whatever tasks were present between the CASE that matched the SELECTION and the BREAK that followed it. For example, entering a 2 would DO the CF named WHTST4, or 3 would DO the CF named INITPR. I hope to eventually show you how to put complete system together that will allow you to maintain and use a membership list for home, club, church or work, using menus and small CFs to do the work for you.

Continued Next Page.



I whipped WHTST5 up by loading WHTST4 into the FunnelWeb E/A Editor just as it looks above. Then I pulled in the old CF named LBLS1 from Tutorial 1. With both CFs loaded I did a bunch of Moving and Copying. I typed over a few things and I had it. It took me about 45 minutes to smash it together and work out the bugs.

```

CLEAR
*
* 9/15/88 WHILE
* Command File WHTST4 ENDWHILE
* Save as WHTST4/C
WRITE 12,15,"*****"
WRITE 13,15,"* WHTST4 *"
WRITE 14,15,"*****"
LOCAL ANS N 3 0
WRITE 22,1," Number of Cycles"
READ 22,22,ANS
WRITE 22,1," "
WHILE (ANS > 0)
WRITE 22,4," Cycles Left =",ANS
REPLACE ANS WITH ANS - 1
ENDWHILE
WRITE 22,1," "
CLEAR
RETURN
    
```

The CF above can be run by selecting number 1 from the menu screen of WHTST3. "Provided you type all this stuff in of course." WHTST4 doesn't really do a darn thing. When you run it, it asks you to enter a number. It will then start at that number and count down until it hits zero. You should enter a number like 4, 5 or 6 if you don't want to watch this thing counting down for a week. So you are saying to yourselves, why did this nut put this junk in the tutorial. Let's go through it and I'll explain. We initialize the LOCAL ANS as a number. "big deal here." You enter a number of your choice and then we hit the WHILE loop. In this instance it is written, WHILE (ANS > 0). Take a look at it. It's different from the last one. In this case the (ANS > 0) forms the Boolean Operator. As long as ANS holds a number which is greater than zero (0) the result is a True, and as long as the WHILE has a True stamp on it everything inside the loop is executed. Now inside the loop we find REPLACE ANS WITH ANS - 1. This is an accumulator. Each time the loop is executed you can add a quantity to your accumulator, or as in this case you can subtract a quantity from your accumulator. This is a lot like a FOR NEXT loop in Extended Basic. You enter a quantity for ANS. Each time the loop is executed 1 is subtracted from ANS. When ANS reaches 0 the loop is discontinued. I tried to show you this idea in its simplest form so you might have an easier time grasping the concept. The CF on the right side of this page is a real application of this idea. It's slightly stripped down so it wouldn't take up too much space, but it works and it's usable. It uses our old database named Tnames. When you run it (DO WHTST5), it opens Tnames and displays the first record in the file. It then asks you how many labels you want. If you enter a zero (0), it MOVES to the next record in the database and puts that one on the screen for you with the same question. If you enter a quantity greater than 0, like 4, it will print out 4 labels and then go to the next record. "I hope you get the idea." One thing about it that's slightly odd. The Emphasize Command I placed in the first part of REPLACE TEMP1 WITH "bE" comes up as an E on the screen at the top left of the display. Just ignore it, the CF works fine.

```

CLEAR
SET TALK OFF
SET RECNUM OFF
SET HEADING OFF
SET LINE=80
SET PAGE=000
* Command File WHTST5 10/07/88
* Save as WHTST5/C
* USE Tnames and Print Multiple Labels
WRITE 11,15,"* Multiple *"
WRITE 13,15,"* Label *"
WRITE 15,15,"* Program *"
LOCAL TEMP1 C 40
LOCAL TEMP2 C 40
LOCAL TEMP3 C 40
LOCAL BLNK C 1
USE Tnames
TOP
WHILE .NOT. (EOF)
CLEAR
REPLACE TEMP1 WITH "bE ";
! " Exp. Date " ! XP
WRITE 10,3,TEMP1
REPLACE TEMP2 WITH TRIM(FN) ! " ";
! MI ! " " ! LN
WRITE 12,3,TEMP2
WRITE 14,3,SA
REPLACE TEMP3 WITH TRIM(CT) ! " ";
! ST ! ". " ! ZP
WRITE 16,3,TEMP3
LOCAL ANS N 3 0
WRITE 22,1," Number of Labels"
READ 22,22,ANS
WRITE 22,1," "
WHILE (ANS > 0)
PRINT TEMP1
PRINT BLNK
PRINT TEMP2
PRINT SA
PRINT TEMP3
PRINT BLNK
REPLACE ANS WITH ANS - 1
WRITE 22,4," Cycles Left =",ANS
WRITE 22,4," "
ENDWHILE
MOVE
ENDWHILE
CLEAR
CLOSE ALL
SET RECNUM ON
SET HEADING ON
SET TALK ON
RETURN
    
```

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I'm not telling you how, or how fast I created a CF to make you feel bad. I'm doing it to demonstrate that you should develop a logical procedure, and maintain good programming habits. When you don't understand something about a language, create a small CF or program to test you ideas. Make your new test CF as complete as possible as far as housekeeping is concerned. This will allow you to use your work as part of another larger program when the idea has been fully developed and you see it more clearly. Also, I had a lot less trouble finding bugs in WHTST4 than I would have in WHTST5 do to WHTST5's more complicated nature. I have also noticed, as I get deeper into this, that TI-Base is slow. It is not always slow, but the more you ask it to do the slower it gets. This will not deter me from using or recommending that others use TIB, because what it can do outways this drawback. As I write CFs I will attempt to keep this in mind and attempt to minimize unneeded repetition. Let's take a quick look at WHTST5 for some ideas on this matter. "I'd also like to add that some of this is theoretical and that any speed difference may vary greatly depending on your system." We have two WHILE loops in WHTST5. The smaller WHILE which runs from WHILE (ANS > 0) to the first ENDWHILE (which is 10 lines down) is nested inside a larger WHILE loop. The larger WHILE loop runs from WHILE .NOT. (EOF) to the ENDWHILE directly following the MOVE statement. The number of times the small loop will run, and print out labels, is determined by your answer to how many labels you want. The larger WHILE loop will run until it reaches the End Of File (or database) that is in use at the time. "Here's the time saver." Because the inner WHILE loop may run many time, depending on the number of labels you request, I have attempted to remove any non-essential code (program lines) from this loop. You'll notice that I loaded all my variables (REPLACE TEMP1 WITH '''), etc. before I got into this loop. Therefore, TIB did not have to perform that task 100 times if I said I wanted 100 labels. There is one other consideration you must make in this situation. In order to do this it was necessary to create the variables TEMP1, TEMP2 and TEMP3. You should not get carried away and use up all of TIB's variable space. You must balance the idea of speed with the lack of massive free memory space. In this case we have enough memory space to do the job and these variables will be thrown away and the space will be freed up when this CF terminates with the RETURN statement. You will probably have your first real problem with memory space when you run a CF then runs another CF which in turn runs another CF. If each CF initializes some variables of it's own, by the time you get to the last one the variable space will all be used up. I'll point this out again later when it comes up in the natural scheme of things. We better move along to some items with more immediate use potential.

On this page you will find INITPR which was a selection from the menu of WHTST3. This CF is nothing new and spectacular, but I find it useful. It is the same as WHTST3, but it has been modified to send printer control codes. I think I have covered the ideas in INITPR previously. I'd like to point out (??). If this CF is run from WHTST3 as selection 2 you must not re-use the (?) as a variable. If you do use the same name here and you change the value of ?, you may cause unexpected things to happen when TIB returns to WHTST3 and carries ? with

it. Also, if you wish to use INITPR as a stand alone CF, you may want to turn the RECNUM and stuff back on at the end of the CF.

```
SET TALK OFF
SET HEADING OFF
SET RECNUM OFF
*           09/12/88
* Command File INITPR
* Save as INITPR/C
*
CLOSE ALL
LOCAL ?? N 2 0
LOCAL SEL N 2 0
LOCAL CNTRL C 2
REPLACE ?? WITH 0
WHILE .NOT. (??)
CLEAR
WRITE 1,6,"** Send Printer";
      " Controls **"
WRITE 2,9,"** Make a selection **"
WRITE 4,10,"> 0 < Leave this CF"
WRITE 6,10,"> 1 < Emphasized on"
WRITE 8,10,"> 2 < Italics on"
WRITE 10,10,"> 3 < Condensed on"
WRITE 12,10,"> 4 < Doublestrike"
WRITE 14,10,"> 5 < RESET Printer"
WRITE 22,4,"Enter 0-5"
READ 22,15,SEL
WRITE 22,3," "
DOCASE
CASE SEL = 0
CLOSE ALL
CLEAR
WRITE 18,12,"Do Not Turn Your"
WRITE 20,12," Printer Off."
REPLACE ?? WITH 1
BREAK
CASE SEL = 1
REPLACE CNTRL WITH "'bE"
PRINT CNTRL
BREAK
CASE SEL = 2
REPLACE CNTRL WITH "'b4"
PRINT CNTRL
BREAK
CASE SEL = 3
REPLACE CNTRL WITH "'f "
PRINT CNTRL
BREAK
CASE SEL = 4
REPLACE CNTRL WITH "'bG"
PRINT CNTRL
BREAK
CASE SEL = 5
REPLACE CNTRL WITH "'b@"
PRINT CNTRL
BREAK
ENDCASE
ENDWHILE
CLEAR
RETURN
```

Continued Next Page.



INITPR is merely another demonstration of what you can do with DOCASE and WHILE statements. Many of the ideas I have presented in my tutorials can be done in other ways. Some of the others ways may turn out to be more efficient or more convenient to use. I still consider myself to be a beginner at TI-Base so I anticipate changing my ideas on how to optimize program power and minimize program run time. As I stated in the last tutorial, I would appreciate letters or notes from TI-Base users with comments, tips or questions on this subject. I do not have the time to write back to you. In many cases I find myself rushing to the last minute before the newsletter deadline to finish the months tutorial.

```

100 ! ##### TIB->DV/80 #####
110 ! (C) 1988 Martin A. Smoley
120 !
130 ! Extended Basic program to read TIB I/F40 files
140 ! and write D/V80 files for TIM or FunnelWeb.
150 !
160 ! You must add one blank space to the beginning
170 ! of every line in the TIB I/F40 file.
180 ! After transfer, check all lines for any
190 ! missing characters, especially the end.
200 !
210 CALL CLEAR :: CALL SCREEN(6)
220 PRINT " Enter INPUT File ALL CAPS"
230 PRINT " Example: DSK1.OPERATOR/C"
240 INPUT "      ":IN$
250 IF LEN(IN$)>12 THEN OUT$=SEG$(IN$,1,12)&"$DV"
260 IF LEN(IN$)<13 THEN OUT$=IN$&"$DV"
270 PRINT "OUT File= ";OUT$ :: PRINT
280 INPUT " Is that OK Y/N ":ANS$
290 IF ANS$="N" OR ANS$="n" THEN 210
300 OPEN #1:IN$,INTERNAL,FIXED 40,INPUT :: LN=40
309 ! OPEN #1:IN$,DISPLAY ,VARIABLE 80,INPUT :: LN=80
310 OPEN #2:OUT$,DISPLAY ,VARIABLE 80,OUTPUT
320 IF EOF(1)THEN CLOSE #1 :: CLOSE #2 :: GOTO 480
330 !
340 INPUT #1:A$
350 PRINT A$
360 FOR I=1 TO LN
370 T$=SEG$(A$,I,1)
380 ON ERROR 440
390 IF ASC(T$)>126 THEN T$=" "
400 IF ASC(T$)<32 THEN T$=" "
410 B$=P$
420 IF I<1 THEN P$=T$ ELSE P$=B$&T$
430 NEXT I
440 PRINT #2:P$
450 P$=""
460 !
470 GOTO 320
480 CALL CLEAR :: PRINT " ### FINISHED ###": : : :
490 INPUT " Quit Program Y/N ":QT$
500 IF QT$="Y" OR QT$="y" THEN STOP ELSE GOTO 210
510 ! ##### TIB->DV/80 #####
520 END
    
```

I have also been recommending the use of FunnelWeb in the non-word wrap mode. I have had some problems with this procedure. I figured if I was having a problem, someone else must be having the same problem. The problem is hidden characters in the CF. In most cases I am in a hurry to produce code (write programs or CFs). Many times I jump into the wrong editor mode and start typing. In many instances this will not be a problem. In FunnelWeb pressing CTRL O will throw you into non-wordwrap mode, which is the same as the E/A Editor. However, if you hit the CTRL key and some other key at the same time while you are still in wordwrap mode, you can insert characters which are invisible on the screen but do crazy things when the CF is run. At one point I wasted more precious time than I could afford trying to find one of these invisible little land mines. I remembered a little Extended Basic program I had written for another task several weeks earlier. At that time I wanted to convert several Command Files (CFs) to DV/80 files so I could print them out and study them more carefully. The program I wrote was TIB->DV/80 which is listed on this page. I think some of you may get some use out of it. As is is now, it will read an I/F 40 file (like a CF), and write it to a D/V80 file for FunnelWeb. There is one thing you must do first. A control code in CFs causes the loss of the first character in every line. You can overcome this by loading the CF into TIB using MODIFY COMMAND (filename). Pressing FCTN 2 for insert mode, which stays on until you press FCTN 2 again. Then add one blank space to the beginning of every line. When you run my program the blank space will be lost instead of something you need. If you want to run the program on a DV/80 file, remove the exclamation point from line 309 and place one in front of line 300. Adding the space is only necessary with D/F40 files, not D/V80. The program will check every character in the file and will kick out all characters below 32 or above 126. That includes those invisible land mines in your CF. Unfortunately you will have to replace any printer controls.

Well, I'm running out of space and my mind is shot, so I'd like to say a couple more things and this one is finished. First I'd like to thank the people of the NorthCoast 99'ers for allowing me the space in their newsletter to write this tutorial, and a lot of miscellaneous articles in the past. The NorthCoast members are a great group of people. I'd like to throw in the fact that any TI 99/4A owner in the continental US can join the NorthCoast 99'ers for only \$15.00 per year. As you can imagine \$15.00 is little more than the cost of printing and mailing this great newsletter. If you would like to send your checks to me (Payable to the NorthCoast 99'ers U6), I will expedite your membership. Also any comments on the TIB column can be sent to Martin A. Smoley, 6149 Bryson Drive, Mentor, Ohio, 44060.

I am going to announce at this time that I will produce a TIB help disk. The disk will be a floppy and contain all of the tutorials and Command Files to date plus anything else I think may be helpful. I already have 390 sectors of tutorials. For this I would like a donation of \$3.00 to cover the Disk, Mailer, Postage, Handling and wear on my disk drives. Please make these checks payable to Martin A. Smoley at the previous address, and make two checks if you want the help disk and a membership.

Continued Next Month.

TI-SHORTSHEET III

Overview by Deanna Sheridan - Northcoast 99ers - Cleveland

Glenn Bernasek of TI-Chips has released his mini-spreadsheet to the fairware market. When Glenn says short, he really means "short". His spreadsheet has 10 rows and 26 columns. Thus with a line for headings such as dates, items, and a line for totals, you can track up to 26 items for a total of eight years, months, whatever at a time. Thus, it could be used to track your monthly utility bills, or car costs, etc. for a period of eight years. It would probably also handle most household budgets.

It is very professionally written and user friendly, and probably very unusual in today's world in that you do not have to have an expanded system or disk drive to use this program. Extended Basic is required.

You view three columns at a time as you can see by the examples and scroll over 3 at a time as needed up to 26. You can calculate up to eight columns or rows in one formula, and all the common functions are included such as addition, subtraction, division, multiplication, power and root.

Extensive use is made of the CTRL and FCTM keys with logical, easy-to-remember commands. Such as CTRL(E) will (E)rase a formula. CTRL(C) can be used on any formula cell to (C)alculate at any time. CTRL(H) is a (H)elp key with a review list of all the function keys.

When you load the program, you have the option of calling from cassette or disk a pre-defined spreadsheet or creating a new one.

Just for fun, let's create a simple "what-if" schedule that only takes up one screen. Suppose you have \$2000.00 to put in a savings account. Bank A is paying 7.50% interest compounded quarterly. Bank B is paying the same rate, but compounded semi-annually. Where should you put your money.

INTEREST FROM SAVINGS

|   | A         | B     | C       |
|---|-----------|-------|---------|
| 0 | 2000.00   | 37.50 | 2037.50 |
| 1 | >2037.50* | 38.20 | 2075.70 |
| 2 | 2075.70   | 38.92 | 2114.62 |
| 3 | 2114.62   | 39.65 | 2154.27 |
| 4 |           |       |         |
| 5 |           |       |         |
| 6 |           |       |         |
| 7 |           |       |         |
| 8 |           |       |         |
| 9 |           |       |         |

1 A = 0 C

We have loaded TI-Short Sheet and hit enter to create a new spreadsheet. It asks for a title and we use INTEREST FROM SAVINGS. We aren't even going to bother with titles and headings on this one. On the first line of the first

column, we enter 2000.00. For the moment column 0B and 0C are left blank. In column 0D (outside our viewing range, we enter .075 as our interest rate and in column 0E, we enter 4 because the interest is compounded quarterly.

We return to column 0B and hit CTRL(F) to put us in FORMULA mode. At the bottom of the screen, you will see 0B=(<. You finish the formula by inputting 0A\*0D/0E. The bottom of the screen will look like: 0B=0A\*0D/0E. As soon as you type this, the cell will calculate and 37.50 will appear. What you did was tell the computer to take 2000.00 (cell 0A), times it by 7.50% (cell 0D), divided by 4 (cell 0E) and give you the answer.

Then you move to cell 0C and again hit CTRL(F) to create a formula. This time it will be 0A+0B=0C. That is, the value of cell 0A (2000.00) + 0B (37.50) = 0C (2037.50). On the next line we will simply carry forward 0C to 1A by using the formula 0C=1A. And repeat the process for four times for quarterly interest. On line 4B, we could have had a formula to total the interest such as 4B=0B+1B+2B+3B.

SAVINGS INTEREST CALC

|   | A       | B     | C         |
|---|---------|-------|-----------|
| 0 | 2000.00 | 75.00 | 2075.00   |
| 1 | 2075.00 | 77.81 | 2152.81   |
| 2 |         |       |           |
| 3 |         |       |           |
| 4 |         |       | >-----*(< |
| 5 |         |       |           |
| 6 |         |       |           |
| 7 |         |       |           |
| 8 |         |       |           |
| 9 |         |       |           |

Now that most of the work has been done for us, let's see how much interest we will earn with the same rate, only compounded semi-annually. All you have to do is go to column 0E and change "4" to "2". Go back to the columns with formulas and recalculate them to get your new totals. Now you know which bank to place your savings in. You could have saved the first spreadsheet to disk if you felt you needed to keep the info or extend it for a longer period of time. The second could have been saved under another name also for future reference. This is accomplished by using CTRL(S) at any time. You are given the option of saving to disk, cassette, or printing a hard copy.

That is about all there is to using Glenn's TI-SHORT SHEET III. Sounds almost too easy, doesn't it? At first you think that 10 rows by 26 just aren't enough, but we just did a very informative little schedule with much less than that!

Glenn is asking all of \$5.00 for this program. If you send your donation, he will send a printed 21-page instruction booklet. Contact Glenn Bernasek, 13246 Harper Road, Strongsville, OH 44136.



## Picasso Cont

format compatible with our other graphic programs, and not printing dark enough for legible copies.

2.0 will save what is visible to you on the screen in TI-Artist program format. So you could save an entire PICASSO screen by doing it in sections for other use. Or, if like myself, you feel the drawing editor is the best of any program we have, do your drawing here and convert them to other formats. When printing, you can chose the number of overstrikes you feel necessary to make your copy sharp enough for duplication.

The other notable feature is a set of ICONS. There are 6 files of 5 items which can be redefined into anything you want. These are 16 x 16 blocks (the same as large sprites). You could do borders, logos, etc., etc. They come as large alphabet letters and work the same way as the font editor.

I was disappointed in PICASSO UTILITIES in that it costs almost as much as PICASSO and really has little additional to offer.

The most useful feature is the BIGFONT program. With it you can use CSGD fonts, choose where you want them on the screen, left, center, full centered, whatever. If you use the center of the screen you can use one CSGD graphic within the title. This is saved into a file and then merged into your prepared PICASSO file. When merging with the PICASSO file, you are asked on what line you would like it placed. You can merge several of these title line files into one PICASSO.

The other program is called CAMRAREDY and prints a PICASSO file in double strike. There are a set of small fonts on the disk which seem to be a duplication of the ones I have in 1.0. There are sveral CSGD fonts (nothing new) and graphics (nothing new).

There are two merge utilities I have not tried. FONTIN and FONTOUT. Quoting from the docs: "FONTIN is designed to allow you to use a PICASSO small font in any program. FONTOUT will take a font found in any XB program and will save the font found in that program in a format usable by PICASSO."

I guess we are getting spoiled with great \$10.00 software. I would have expected more than this in a utility disk for \$14.95. Perhaps since Asgard got burned on the PICASSO program itself, they are trying to make up the loss by tacking on a little extra to Picasso Utilities.

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### MACFLIX

Deanna Sheridan - Northcoast 99ers, Cleveland, Ohio

We thought we had "arrived" when Travis Watford developed the MAXRLE and we could view and download the many digitized RLE pictures available on CompuServe, GENie, etc. The new MACFLIX written by J. Peter Hoddie and distributed by Genial Computerware gives us another powerful graphics viewing program, this time for MacPaint pictures.

These are usually usually full-page pictures and even on my MSDOS machine with 80-columns, I am unable to see the entire picture at one time. I have downloaded lots of these pictures, but was unable to find any real use for them,

except to print out. I have been unable to find, at least on public bulletin boards, any utilities to transfer them into other graphics programs where they could be used for clip art.

MACFLIX for the TI lets you view them, print them and clip them. Just as on my Leading Edge, it is impossible to see the entire screen at one time, and you must scroll across and up and down. The best way to get an idea of what it looks like is to make a printout. The program supports Epsons & compatibles and Prowriter printers. You can print in your choice of 3 densities, but are warned that option 1 will cut off part of the picture, and option 3 will make it look elongated. So, with option 2, print out and see what you have.

You can save the portion of screen in view to disk in TI-Artist format. I found a disk of Christmas characters which I did just that and retrieved 8 clips for a Christmas disk. There seems to be a wide variety of pictures available and we will no doubt soon have a special section in our library just for MacPaint pictures (who would have ever thought?). Most of the ones I have are drawings rather than digitized pictures like the RLE's. Thus, those which are "clippable" are much clearer and of general use than the RLE's.

The docs state that if you have a CorComp or Myarc disk controller and PC Transfer, you can take IBM disks with MacPaint pictures and transfer them for the TI. I don't have the right disk controller or PC Transfer, but I do have a cable between my TI and my Leading Edge. I fired up both machines with a Terminal Emulator program in each. I sent some MacPaint pictures over via Xmodem, which results in a DIS/FIX 128 format. I held my breath, fired up MACFLIX and tried loading one of the files. There it was, just the same as on my other machine. Suddenly I found myself with 3 disks of MAC pictures for my lowly TI. I will download some more from the local bulletin board to which I subscribe and we should soon have a good start on a MAC library for the club.

This program is written in assembly and only \$10.00 plus \$1.00 S&H from Genial Computerware, P.O. Box 183, Grafton, MA 01519. Note: I sent a personal check because I was in no hurry to get the program and it took six weeks. If you want faster delivery, I would suggest a bank check or mosey order.

When I first wrote the above, I had not explored all the possibilities this program offers for us TIers. Did you ever think there would be a day when you could utilize the various graphics for PrintMaster, PrintShop, Newsroom, etc. on your TI? I have even discovered that I can reverse the procedure and use my TI graphics on those MSDos programs.

I found an MSDOS program called "ICONVERT" This converts PrintMaster, PrintShop, Newsroom, MacPaint, RLE's and many more from any of the above to any of the above. I have several libraries of PrintMaster graphics and decided to give it a whirl. ICONVERT will take a set of PrintMaster graphics which usuall are 120 individual graphics and automatically convert the first 50 of them to MacPaint format. I can convert the remaining by choosing the

graphics individually. Thus, it takes 3 files of MacPaint to use up one set of PrintMaster graphics. You can send them over just as described above. They are saved on a sheet which can be "clipped" out to TI-Artist. I have 26 of these files already and am just getting started. By the next meeting, I may have up to 20 disks of new clip art.

Since this worked so well, I wondered if I could send some of my TI graphics over to the Leading Edge for use with PrintMaster (the only program I have). I took some TI-Artist files in program format. Loaded them into MAXRLE and resaved them in DF/128 format. I used the same method as above to send them over to the LE. I was able to view them with one of the RLE viewers I have for that machine. With ICONVERT I can put them in PrintMaster format and use my TI graphics over there.

People who have gotten rid of their TI's when they got MSDOS machines are going to be sorrrry.

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### JIPPY FLYER

Deanna Sheridan - NorthCoast 99ers, Cleveland, Ohio

Would you believe, a WYSWUG (What you See, What you Get) graphics printing program for the TI? Rodger Merritt (Print\_It, Picture\_It) has come up with a real winner this time.!

This little program has one purpose...to print signs, flyers, whatever to announce meetings, rummage sales, candy sales, whatever. It utilizes CSGD small graphics which gives you an almost unlimited supply. It is easy to use, prints quickly, can be saved, what else would anyone want?

When you load the program there are two predefined formats for placement of graphics from which to choose. To do so, simply hit the spacebar.

OPTION 2 allows you to input 1 line of 11 characters for a BIG MESSAGE. This line positioning cannot be changed.

OPTION 3 CHANGES BORDERS. Simply hit the spacebar to make your selection which you are viewing at the same time. There are 45 borders from which to choose. This is the only fault I have with this program. I am not crazy about borders of animals, spacecraft, monsters, etc. There are others of apples, diamonds, etc. also. I find the same criticism of a lot of our TI graphics in that I consider them very unfeminine and is the reason I started doing disks of my own. There are no docs telling you how to change these borders, so I will clue you in. If you have John Taylor's Sprite Builder from several years ago, you will find most of these graphics on that disk. Thus, you know that each graphic is 16 squares by 16 squares. Find any graphic within that range you like. Load the Sprite Builder, draw in the picture and have it develop the necessary hex code. Print it out. Then, load Jiffyflyer and go to line 760 where you will see the codes for the

existing borders. I have already started my own customized Jiffy Flyer disk and replacing the borders with bells, flowers, bows, etc., which are more to my liking.

OPTION 4 LOADS A CSGD GRAPHIC. As soon as the graphic is loaded it is displayed on the screen exactly where it will print from the page format you chose in OPTION 1.

OPTION 5 TYPE SMALL TEXT. There is a little cursor in a red box which lets you type anywhere on the screen. There are 7 small fonts from which to choose. However, you must use the same small font for the entire flyer. They cannot be intermingled. You see half your screen at a time and can scroll down to the bottom to type on a full page.

OPTION 6 CHANGES THE SMALL FONTS. You can choose any simply by hitting the spacebar and can see immediately how they look on the screen.

OPTION 7 WILL SAVE, LOAD, OR CATALOG your disk. The file is saved in DV/80 format and all flyers only take up 14 sectors.

OPTION 8 PRINTS FLYER. Printing is done quickly in a double density mode. The printouts are crisp and could easily be duplicated.

There is a note that you can change the position of the graphic pictures by creating the flyer in TI-Writer. A sample is enclosed, but it would be confusing to a lot of people. A look at the other, uncluttered, sample flyers on the disk will give you a clue. The graphic is about 6 lines of what looks like swear words (\*#/DD), whatever, which means the program has converted the graphic image to ASCII. If I wanted to develop my own format, I would first start my flyer in the normal manner by selecting my border and the graphic and leaving everything else blank. Save the graphic, then go to TI-Writer. Copy down the six lines just as they are. Then type in those lines in the space you want the graphics to print.

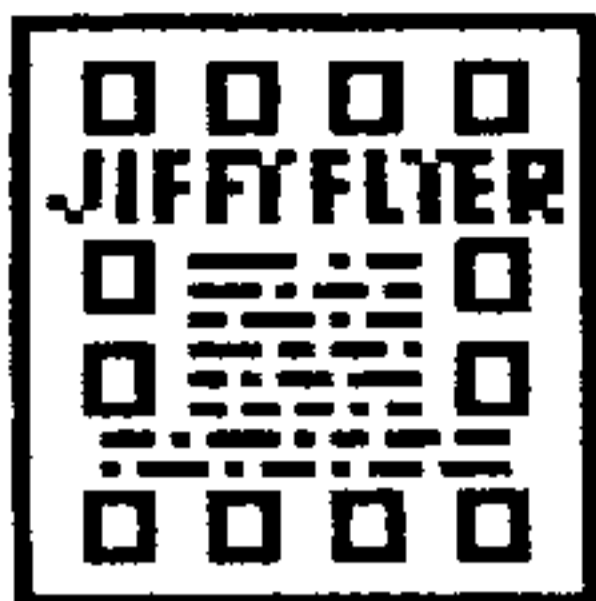
I just can't say enough good this about this little utility. I was able to create, edit and print out a presentable flyer advertising my church's rummage sale in less than half an hour. Once you got used to the commands, I'll bet you could bang them out in 10 or 15 minutes flat. You can print some with one border, some with another, or change the small font, whatever without ever touching the format itself.

It also supports the NX1000 Rainbow Color printer to select from 6 colors.

Rodger said that he working on yet another program for printing cards and hopes to have it ready for distribution by November 1. This is the best \$10.00 (plus \$1.00 S&H) buy in the TI world! Order from Rodger Merritt, 1949 Evergreen Ave., Fullerton, CA 92635. For local NorthCoast and TI-Chips members only...if you want the program right away, I will take your \$10.00 for a copy and then send a check off to Rodger with your name and address so that you can be registered owners.



WHAT U SEE IS WHAT U GET



NO MENUS EASY  
CREATE ON SCREEN  
INSTANTLY

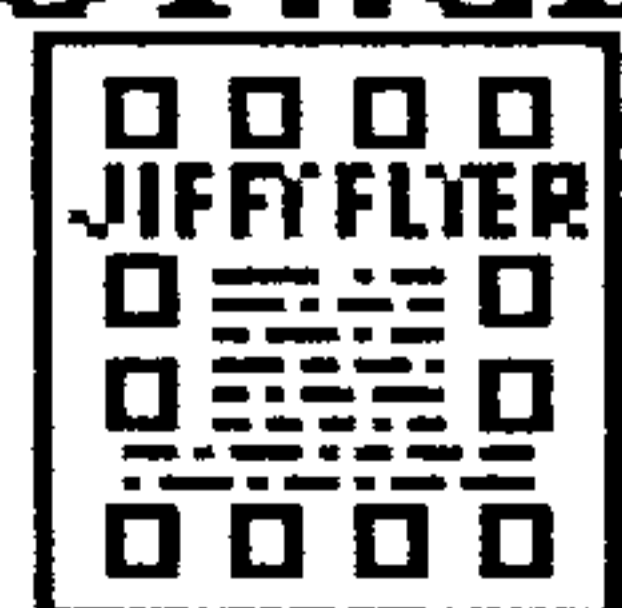
# JIFFY FLYER

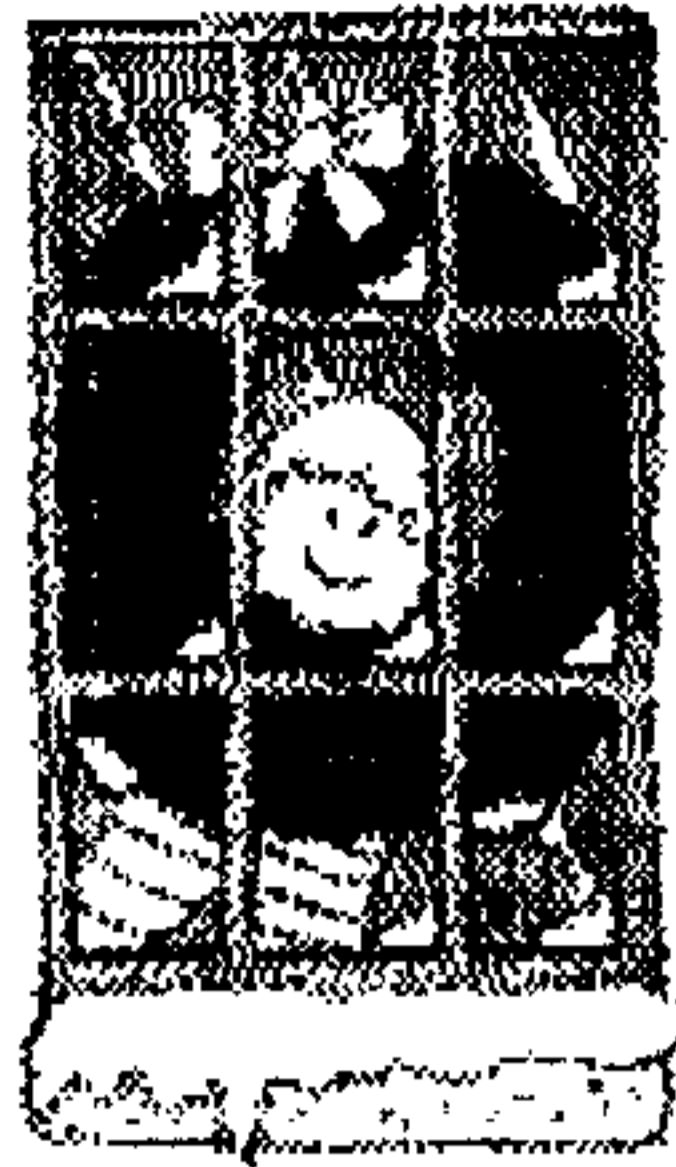
- 1 2 PAGE STYLES
- 2 2 LARGE FONTS
- 3 45 BORDERS
- 4 LOADS CSGD IN 15 SEC
- 5 FULL 2 SCREEN EDITOR
- 6 7 SMALL FONTS
- 7 SAVE LOAD FULL FLYERS  
CATALOG TO PICK CSGD
- 8 PRINTS DOUBLE DENSITY  
IN UNDER 5 MINUTES  
SUPPORTS NX1000 COLOR

RODGER MERRITT  
1949 EVERGREEN AVE  
FULLERTON CA 92635

USES #10 #1 POSTAGE

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HOLIDAY CLIP ART #15

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