

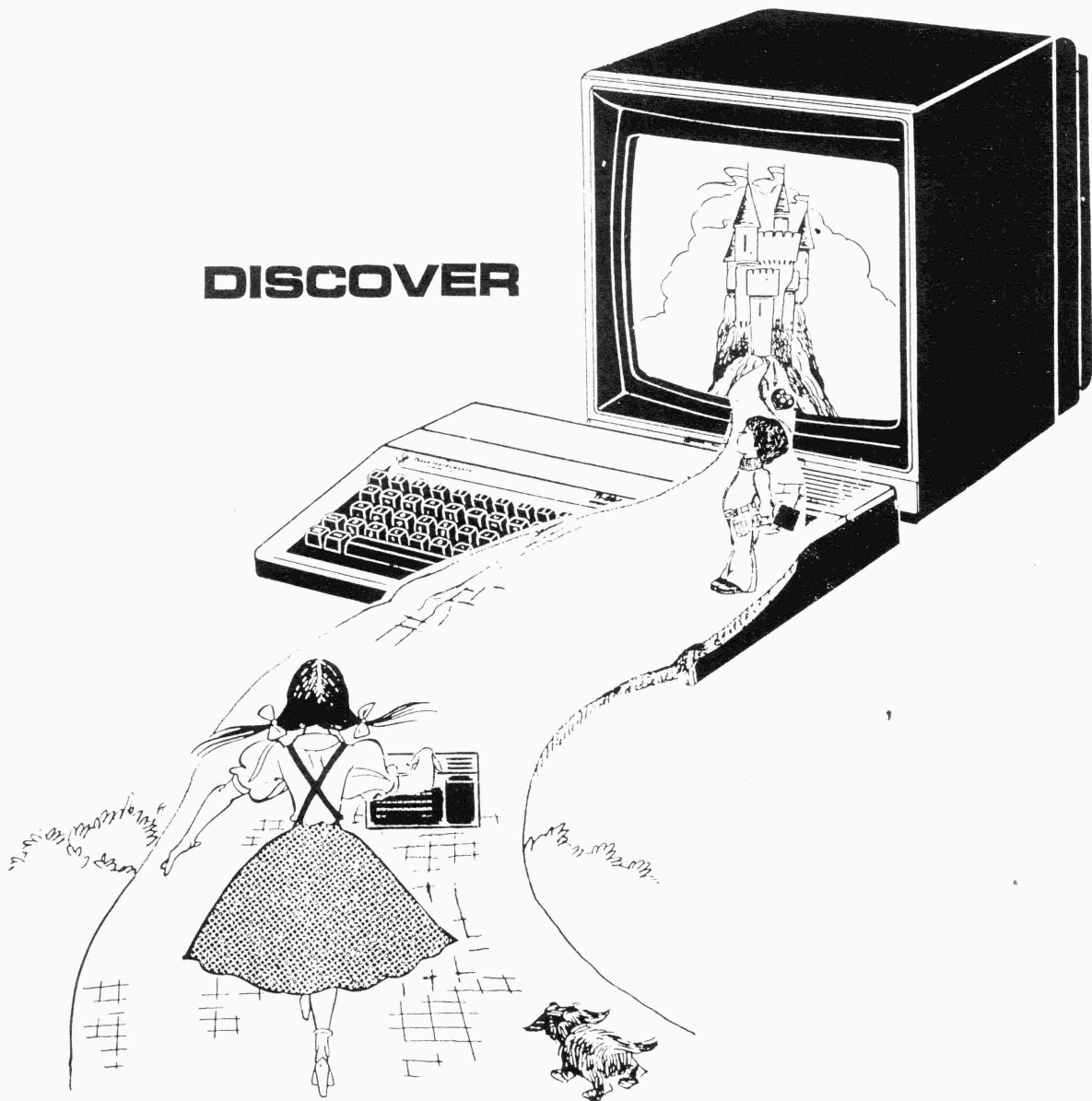
Spirit of 99



THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

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THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS



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C.O.N.N.I. meetings are held the Second Saturday of each month at the Martin Janis Senior Center on East Eleventh Ave. at the Ohio State fairgrounds.

Meeting time is at 9:00 AM. Meetings are open to the public.

Membership dues (\$20.00) are payable yearly to C.O.N.N.I. and cover the immediate family of the member. (An application has been placed

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FROM THE PRESIDENT'S
COMPUTER DESK

By IRWIN HOTT

This month I'll have several unrelated items to cover.

First, thanks to everyone who participated in the August C.O.N.N.I. flea market. It looks as though the club made \$73. Let me know if you would be interested in having another one in the future.

Second, I have run into several people who have wondered how to use a MODEM in conjunction with Call-Waiting. Here are a couple of possible solutions. These may apply to other phone companies other than Ohio Bell as well.

In some exchanges it is possible to dial 1170 (rotary) or *170 (touchtone) to disable Call-Waiting for the duration of your call. If you try and get a dial tone after a couple of beeps, you should be all set. I do not have it available in my exchange so I have not actually used it.

If that is not available and you also have 3-Way-Calling, there is another way. It is a little more complex. It takes some experimentation to get it

working just right.

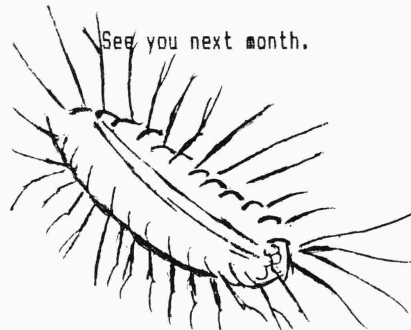
If there is a frequently busy number (such as a BBS weather etc.) Just dial that number. When you get a busy, hold down the plunger button long enough to go to your second line. Listen carefully. If you get the 3 beeps and the dial tone you are all set. Note that if the number you are calling to get the busy signal is in the same exchange as your number, it probably will not hold the first line and will disconnect so you will just get the dial tone.

If there is a work number or some other number that can be called where no one will answer that will work also. After you get the 3 beeps and the dial tone just dial the BBS or number that you want. Although you may find it easier to dial manually, you may tell your MODEM or terminal program to dial as long as you keep the receiver off-hook until the MODEM picks up the phone (relay clicks).

I have had very good success using this. Generally I do not tie up Call-Waiting after midnight. That has caused problems a couple of times. Just a note, if the 1170 works you can use redial on your terminal program. Just include the 1170 with a pause, and the number you want. If I have not made this clear enough, feel free to see me at the meeting.

Third, I recently talked with a gentleman who had a couple of basic

programs for his TI and wanted to transfer them to his IBM clone. The programs were on cassette and the TI had no memory expansion or 32K card. After a little experimentation we found a simple solution. His IBM clone had disk and a MODEM. I simply listed the programs to disk and used the d/v80 file transfer (function comma) with Fast-Term to send the files. He was apparently able to load the files into his basic program editor. By deleting the lines that were over 80 characters he could get the programs to run with only syntax errors for the commands that were not compatible. A far cry from retyping the programs in from a print-out.



See you next month.

GAME REVIEW

by

KEVIN NOESNER

Centipede is a game for TI made by Atari. In this game you are a bug blaster in a mushroom patch. Down the screen comes a centipede which you shoot segments out of. When you shoot a center segment it separates in two. On the bottom of the screen, where you are, a jumping spider appears. Occasionally a poisonous scorpion dashes across the top of the screen. If there's a

mushroom in it's path, its poisoned. When the centipede touches one, it drops to the bottom of the screen. Frenzied Flea drops down leaving mushrooms in its path aiming to bite you!!!

All of this is in Atari's arcade and cartridge for TI. Virtually the only difference between the two is speed. Contrary to what I thought, the home games starts out much faster than the arcade. Like the arcade you can play a two player game.

After about 20,000 points it gets pretty impossible for a novice player and the joysticks add to the difficulty of the game.

Although the arcade and homegame are similar, the flare isn't there. I think it's due to the joy sticks. I believe the roller ball attachment to your computer would bring back the arcade feel.

Overall, Centipede is a great game in all areas (such as graphics, sound, action etc). I recommend it highly. See you in the MUSHROOM PATCHES!!!

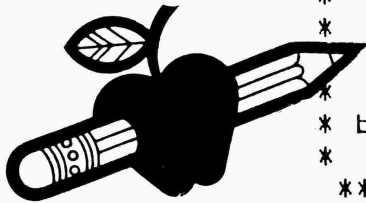
* REDLITERASEUS

(Red•līt•ēras•ē•us)

The act of taking out the disk and then notice the red light was on.

Kevin Noesner





```
*****  
*                                     *  
*   CALL BASIC                       *  
*                                     *  
*   (c) 1987                         *  
*                                     *  
*   by: Bill Hudson                  *  
*                                     *  
*****  
* 3/13/87 *  
*****
```

REQUIREMENTS -----

MEMORY EXPANSION GRAM KRACKER EXTENDED BASIC

With the information in this file you'll be able to go from Extended basic to Basic and back simply with a call command. The difference from this and the Call Loads that have been published is that you'll be able to take a program with you. This means you can go into Basic and write a program and with the Call go directly to Extended Basic and type RUN and the program will execute there. I tried this routine with EA/XB, GK Modified XB only, and the original XB files with no problems. Once explained this routine is very simple to understand and only requires changing 4 bytes and adding 14.

The routine works like this. When you type CALL (ANYTHING) the Interpreter searches the call subprogram table for the routine that you want. When it finds the name in the table it also finds the entry address of the routine to start execution at. It then transfers control to that address and executes the routine. Then it transfers control back to you, or the next line in the program. Extended Basic and Basic have different tables even for the same name ie(CALL CLEAR) With them having two totally different tables its easy to trick the computer into going to the other language. This is done by adding a CALL to XB and Basic. Here's what you'll need to do.

First save basic to disk (GROM/GRAM) 1 and 2 -Page 12 GK Manual- Now load them in GRAMS 1 and 2 -Page 14- read NOTE Now your ready for the changes. Type 5 EDIT MEMORY then turn LOADER off.

Type G4D71 FCTN. 9 FCTN = (hex) Change >00 00 To >4D 7C FCTN D to G4D7C Type >00 00 A9 FB 02 58 42

Turn the loader on and exit. You have just made all the changes necessary to Basic.

Now if you dont have XB loaded in the module space do that now.
From GK menu type 5 EDIT MEMORY then turn off write protect (SWITCH
BANK 1 or 2)

The next step depends on which XB your working with. You should
type the address below the XB that your working with. The EA/XB is
the one with EA and XB. The GK/XB is the one if you chose not to
have EA added to it. ORG/XB is the original XB straight from the
module.

```
!EA/XB GK/XB! !ORG/XB! \ / ! ! Type ! GD7B9 ! GC034 FCTN 9 FCTN =  
(hex) Change >00 00 To >DB FB FCTN D to GDBFB Type >00 00 02 42 43  
36 0E
```

Turn on write protect and exit. SAVE MODULE SAVE GRAMS 1 and 2 GO
TO TITLE SCREEN

That's all there is to it. Now your ready to try it. Turn the
loader off and press reset. Select Basic and type this line.

```
100 PRINT "IM GOING TO XB"
```

Then type CALL XB and presto your in XB. Try RUN or LIST. Now type

```
110 PRINT "NOW IM BACK"
```

Then type CALL BC and your back in basic. Try RUN or LIST. And
this could go on all day.

NOTES:

There is one drawback to this routine. If you start from the title
screen into XB and CALL BC it won't keep the program on transfer.
But as long as you start from Basic you can go back and forth all
you want and keep the program. This includes just going into Basic
and typing CALL XB without writing a program, Then it will work.
This routine was just discovered and has just been touched upon by
me. It isn't fully developed and was released in hopes that it will
be improved.

HOW IT WORKS:

The call table names in XB are set up like this A0 30 05 SOUND AA 1E
All of the names in the table contain the address of the next name
in the table >A0 30 followed by name length >05 then the name SOUND
followed by the entry address of the routine >AA 1E Basic is a
little different. >4D 24 35 38 05 SOUND. The first two bytes are
the same the next two are the entry address >35 38 then the length
then the name. The last name in the table doesn't have an address
to the next one cause there aren't anymore. It has >00 00 to tell
that it's the last. Now the changes made, First since we added a
CALL we need to change the last name in the table to go and check

the new CALL. So we changed the first two bytes from >00 00 to the address of the new call. Both new calls started with >00 00 to flag end of table. For CALL XB the entry address of the routine is >A9 F8 which is the same entry for XB's CALL CLEAR. (SEE CHART)

Now if you trace the computer in your mind, you'll see that when your in basic and CALL XB it looks through the table, finds CALL XB, gets the entry address >A9 F8, and transfers control into XB's CALL CLEAR routine then when CALL CLEAR gets finished it flags an error (FOR SOME REASON) and returns to XB. It works the same going into basic except it wouldn't work with CALL CLEAR (IT CLEARED THE SCREEN AND RETURNED TO XB) it seems that the CLEAR routine in basic returns to what ever called it instead of returning to basic. So I used HCHAR at >36 0E. And that explains the error when CALLING BC since HCHAR is looking for a few values that arn't there. (ROW, COL, CHAR). By sending the computer into a routine in the other language, it doesn't even know it has transferred into another language, therefor keeping your program intact.

I would like to mention a few things I have discovered playing with this routine. One is, if your switching back and forth with a program and you type NEW and it clears the memory it will then be cleared in both languages. You can transfer variables also like B\$="BILL" CALL XB and print B\$ with a result of BILL. One really interesting one is in XB CALL CLOCK then CALL BC and the clock still works in basic. You then have no control over the clock, can't set it or delete it unless you CALL XB and do it from there. I hope to get some feedback on this as new discoveries are made.

ABOUT THE CHART: Below is a chart with all the calls. Start >600A is the first place the computer looks through this table after a call has been entered. At >600A it finds >A026 which is the start of the XB table. Then when it looks there it finds >A030 which is the next call in the table and so on. (SEE EX.) The chart also lists the entry address for the computer to start execution at if this is the correct call. As you can see from the chart, if you went to >A026 with the Memory Editor and use the right arrow to get to the Entry Address of call sound. Change the address >AA1E to >A9F8 then every time you typed CALL SOUND it would clear the screen.

```

*****
*
*      EXTENDED BASIC CALL SUBPROGRAM LIST ADDRESSES      *
*      by: Bill Hudson *
*****

```

START	ADDRESS	NAME	ENTRY	EXAMPLE:
>600A	>A026	SOUND	>AA1E	A0 30 05 SOUND AA 1E
	>A030	CLEAR	>A9FB	: : : :
	>A03A	COLOR	>A91D	NEXT LEN NAME ENTRY
	>A044	GCHAR	>ABFA	
	>A04E	HCHAR	>AAE3	
	>A05B	VCHAR	>AB01	
	>A062	CHAR	>AB1A	
	>A06B	KEY	>ABCE	
	>A073	JOYST	>AC13	
	>A07D	SCREEN	>AC66	
	>A08B	VERSION	>A9FF	
	>A094	ERR	>AC96	
	>AE06	SPRITE	>AE8F	
	>AE11	DELSPRITE	>AE00	
	>AE1F	POSITION	>AEFF	
	>AE2C	COINCE	>AF40	
	>AE36	MAGNIFY	>AF75	
	>AE42	MOTION	>AF8D	
	>AE4D	LOCATE	>AF9D	
	>AE58	PATTERN	>AF81	
	>AE64	DISTANCE	>AFC1	
	>AE71	SAY	>B108	
	>AE79	SPGET	>B261	
	>AE83	CHARSET	>B029	

>C010	LINK	>C325
>C019	LOAD	>C040
>C022	INIT	>C2BA
>C02B	PEEK	>D24B
>C034	CHARPAT	>C434

THE FOLLOWING ARE ADDED BY EAXB

>D100	EA	>D107
>D12B	QUITON	>D133
>D13A	QUITOFF	>D146
>D14C	CAT	>D154
>D224	POKEV	>D22E
>D25F	PEEKV	>D269
>D281	PEEKG	>D28B
>D291	POKEG	>D29B
>D764	BYE	>65BA
>D76C	CLOCK	>D7A0
>D77E	CLKOFF	>D79A
>D789	CLSALL	>D794
>0000	END OF TABL	

THE FOLLOWING ARE FROM BASIC

START

>200A	>4D1A	SOUND	>353B
	>4D24	CLEAR	>351C
	>4D2E	COLOR	>5713

>4D38	GCHAR	>56EF
>4D42	HCHAR	>360E
>4D4C	VCHAR	>362A
>4D56	CHAR	>3643
>4D5F	KEY	>370B
>4D67	JOYST	>374B
>4D71	SCREEN	>37BF
>0000	END ON TABL	

EXAMPLE:

```
4D 24 35 38 05 SOUND
:      :      :      :
NEXT  ENTRY LEN NAME
```


MEETING AGENDA

SATURDAY
AUG 12, 1987

09 AM Demo of Public Domain programs available on 50 cent fund raiser. Copies made for purchasers.



10 AM Business Meeting

11 AM Continuation of Demo of Public Domain programs.



THE TI FLEA MARKET

By John Parkins

This article will be for the benefit of those persons that were not able to join our latest endeavor, The Flea Market, which took the place of our August meeting. It was held at the International Brotherhood of Electrical Workers Union Hall on West Second Ave., Columbus, Ohio. If you were unable to make it, then I for one sure feel sorry for you! I realize that both the weather and time of year could have had a lot to do with keeping some of you from attending, but that's life after all.

There were a number of vendors including our own Jim Peterson, Jim Moshier of CELJIM, Chuck Grimes, Dick Beery, Jean Hall, Irwin Hott, Curt Borders, Kevin Noesner Sunny Grubb, and another young fellow (sorry for the lack of brain power here). Each of the vendors had something different to display. Displays ranged from game cartridges and various programs to computer hardware, and even included a Gorilla Banana Printer. There were also books, magazines and program manuals available for those that wanted them. I no doubt cannot remember everything that was there because I did not take any notes, (however I wish I had now). I spent my time just browsing around all the tables and chatting with everyone I could corner.

On two tables I remember seeing disk drives for sale, from single sided to double sided quad density. Curt showed me his expansion board that plugs into the right side of the console to take the place of the TI P-BOX and has a three slot expansion board that will hold a Disk Controller, 32K, and an RS232 card. Really neat for those who don't have the P-Box, and it sells for just under \$50.00 in a kit form. Curt also had some cards made that would allow you to supply power to an external disk drive. I had jumped the gun and already purchased one from him before the meeting. I had tried it out and it works great. It plugs into the P-Box where it gets it's power supply and enables you to operate that outside drive (external). I also picked up an XB Cartridge for a spare, and my wife picked up a handfull of game cartridges for one of our neighbors that are just starting out with a 4A console for their kids.

All in all, I think it was a very successful operation, and I understand that the club made enough profit to help with the rent situation at the Janis Center for awhile.

PLEASE USE A DARK COLORED FELT PEN, THANK-YOU
YOU MUST SELECT ONLY 1 ANSWER, NO EXCEPTIONS.

- A1(2) WHAT IS YOUR SEX? M ___ F ___
A2(5) WHAT IS YOUR AGE GROUP? 17 OR UNDER ___ 18-24 ___ 25-34 ___ 35-44 ___ 45 AND OVER ___
A3(5) HOW MANY YEARS OF EDUCATION? 11 OR LESS ___ 12 ___ 13-15 ___ 16 ___ 17 AND OVER ___
A4(5) YOUR OCCUPATION? STUDENT ___ BLUE COLLAR ___ WHITE COLLAR ___ PROFESSIONAL ___ RETIRED ___
A5(2) DO YOU USE A COMPUTER AT WORK? Y ___ N ___
A6(8) WHICH BRAND? N/A ___ IBM ___ APPLE ___ DEC ___ SPERRY ___ NEC ___ DONT KNOW ___ OTHER ___
A7(3) HOW MANY TI-994 OR 4As DO YOU OWN? 1 ___ 2 ___ 3 OR MORE ___
A8(4) HOW MANY PEsystems DO YOU OWN? 0 ___ 1 ___ 2 ___ 3 OR MORE ___
A9(7) WHICH MEMORY EXPANSION DO YOU HAVE? NONE ___ TI ___ CORCOMP ___ FOUNDATION ___ MYARC ___ MECHATRONIC ___ OTHER ___
A10(6) WHAT SIZE? N/A ___ 32K ___ 128K ___ 256K ___ 512K ___ 1024 ___
A11(6) WHICH DISK CONTROLLER CARD DO YOU OWN? NONE ___ TI ___ FOUNDATION ___ MYARC ___ CORCOMP ___ OTHER ___
A12(4) HOW MANY 5-1/4" DISK DRIVES DO YOU OWN? NONE ___ 1 ___ 2 ___ 3 OR MORE ___
A13(5) CONFIGURATION? N/A ___ SS/SD ___ DS/SD ___ DS/DD ___ DS/GD ___
A14(2) DO YOU OWN A HARD DISK SYSTEM? Y ___ N ___
A15(4) WHATS THE SIZE? N/A ___ 10 OR LESS MEG ___ 20 MEG ___ 30 OR MORE MEG ___
A16(2) DO YOU OWN A MODEM? Y ___ N ___
A17(4) INDICATE HIGHEST BAUD RATE? N/A ___ 300 ___ 1200 ___ 2400 ___
A18(10) WHICH PRINTER DO YOU OWN? NONE ___ TI ___ EPSON ___ PROWRITER/NEC ___ OKIDATA/C ITOH ___
STAR MICRONICS ___ COMEX/TOSHIBA ___ BROTHER/CANNON ___ JUKI/CITIZEN ___ OTHER ___
A19(2) DO YOU OWN A MONITOR? Y ___ N ___
A20(2) ARE YOU USING A TV? Y ___ N ___
A21(10) WHICH MONITOR BRAND? N/A ___ TI ___ AMDEK ___ SANYO/TAXAN ___ NEC ___ TATUNG/SAMSUNG ___
MAGNAVOX/SONY ___ EPSON/PRINCETON ___ HITACHI ___ OTHER ___
A22(4) IS YOUR MONITOR? N/A ___ RGB ___ RGB/COMPOSITE ___ MONOCHROME ___
A23(2) DO YOU HAVE THE GRAM KRACKER? Y ___ N ___
A24(3) HOW MANY SOFTWARE CARTRIDGES (MODULES) DO YOU OWN (INCLUDE CASSETTE) ? 9 OR LESS ___ 10-24 ___ 25 OR MORE ___
A25(3) HOW MANY SOFTWARE DISKS DO YOU OWN? 9 OR LESS ___ 10-24 ___ 25 OR MORE ___
A26(4) HOW DO YOU USE YOUR TI? ENTERTAINMENT ___ BUSINESS ___ EDUCATION ___ PROGRAMMING ___
A27(7) PROGRAMMERS, WHAT DO YOU PROGRAM IN? N/A ___ BASIC ___ XBASIC ___ ASSEMBLY ___ FORTH ___ C ___ OTHER ___
A28(2) EVER WRITE A COMMERCIAL PROGRAM FOR TI (INCLUDE FREEWARE)? Y ___ N ___
A29(7) IN WHAT LANGUAGE? N/A ___ BASIC ___ XBASIC ___ ASSEMBLY ___ FORTH ___ C ___ OTHER ___
A30(2) DO OTHERS USE YOUR TI? Y ___ N ___
A31(4) HOW MANY OTHERS? N/A ___ 1 ___ 2 ___ 3 OR MORE ___
A32(2) DO YOU OWN ANY OTHER BRAND OF COMPUTER? Y ___ N ___
A33(6) IF SO WHICH BRAND? N/A ___ IBM ___ APPLE ___ COMMODORE ___ ATARI ___ OTHER ___
A34(4) APPROXIMATELY HOW MANY HOURS PER WEEK DO YOU USE YOUR TI? 4 OR LESS ___ 5-9 ___ 10-14 ___ 15 OR MORE ___
A35(2) ARE YOU A MEMBER OF A USERS GROUP? Y ___ N ___
A36(8) HOW MANY MEMBERS? N/A ___ UNDER 33 ___ 34-49 ___ 50-74 ___ 75-99 ___ 100-150 ___ 151-199 ___ OVER 200 ___
A37(2) ARE YOU MEMBER OF A COMMERCIAL NETWORK? Y ___ N ___
A38(5) WHICH ONE? N/A ___ COMPUERVE ___ SOURCE ___ GENIE ___ OTHER ___
A39(6) HOW MUCH IN DOLLARS DO YOU USE IT PER MONTH? N/A ___ \$29 OR LESS ___ 30-49 ___ 50-74 ___ 75-99 ___ 100 OR MORE ___
A40(2) DO YOU PLAN TO PURCHASE (OR HAVE) THE MYARC 9640? Y ___ N ___
A41(9) WHAT SOFTWARE AREA YOU WOULD LIKE FOR THE 9640? N/A ___ CAD/GRAPHICS ___ DESK-TOP PUBL ___ DATABASE ___
WORD/PROC/MULTIPLAN ___ TRUE BASIC ___ ASSEMBLY ___ C-LANG ___ OTHER LANG ___
A42(8) WHAT ABOUT HARDWARE FOR THE 9640 ? N/A ___ APPLE COMPATIBILITY ___ IBM COMPATIBILITY ___ RGB MONITOR ___ 3.5" MICRO
DISKETTE ___ CD ROM ___ SPEECH RECOGNITION ___ INTELLIGENT MODEM ___
A43(2) DO YOU PLAN TO PURCHASE (OR HAVE) TRITONS TURBO XT? Y ___ N ___
A44(8) HOW MANY EXTRAS DID YOU BUY WITH THE TURBO-XT? N/A ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___
A45(2) WOULD YOU LIKE AN 'AT' UPDATE FOR THE TURBO-XT? Y ___ N ___
A46(3) HAVE YOU PLANS TO PURCHASE CARDS BY OTHER VENDORS? Y ___ N ___
A47(2) DO YOU PLAN TO PURCHASE (OR HAVE) RAVES KEYBOARD? Y ___ N ___
A48(2) DO YOU PLAN TO PURCHASE (OR HAVE) A MOUSE? Y ___ N ___
A49(2) DO YOU SUBSCRIBE TO: MICROPENDIUM Y ___ N ___
A50(2) DO YOU SUBSCRIBE TO: SMART PROGRAMMER Y ___ N ___
A51(2) DO YOU SUBSCRIBE TO: COMPUTER SHOPPER Y ___ N ___
A52(2) DO YOU SUBSCRIBE TO: GENIAL TRAVELER Y ___ N ___
A53(2) DO YOU SUBSCRIBE TO: UG PUBLICATIONS Y ___ N ___
A54(5) WHAT IS YOUR OPINION OF THIS SURVEY? VERY POOR ___ POOR ___ OK ___ GOOD ___ VERY GOOD ___

AC(3) THE NEXT 2 QUESTIONS ARE DEMOGRAPHIC. IF YOU ARE IN USA OR CANADA WHAT IS YOUR TELEPHONE AREA CODE. ALL OTHERS ENTER CITY: _____

ZC(3) IF YOU ARE IN USA OR CANADA PLEASE ENTER YOUR ZIP CODE. ALL OTHERS ENTER COUNTRY: _____

FOR COMMENTS, PLEASE WRITE A BRIEF LETTER & ENCLOSE IT WITH THE SURVEY.
IF YOU WANT: SEND YOUR NAME & ADDRESS ON THE OTHER SIDE OF THIS FORM.

MAIL TO: ALI ULGEN ATTN: SURVEY 952 E PARKHAVEN DR SEVEN HILLS OH 44131-3918 [Dn; SURVEY Fn; S/TI].

This survey will be used to provide information to those who might be interested in producing hard/software to the TI community. Please complete and return !!!!!!!

TIPS FROM THE TIGERCUB

#42



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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just \$2.00 each, plus \$1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$10 postpaid. Each of these contains either 5 or 6 of my regular \$2 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

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I'm very sorry about the error in the BXB routine in Tips #40. The "program to write a program" generated line number 32000 instead of 30002. Here is the correct line -

```
110 OPEN #1:"DSK1.BXBDATA",V
    VARIABLE 163,OUTPUT :: PRINT
```

```
#1:CHR$(117)&CHR$(50)&"][\[\[
$"&CHR$(190)&CHR$(199)&CHR$(
136)&M$&CHR$(0)
```

The Hyphenated Fill and Adjust in Tips #41 will crash if the file contains a line with one character too many, which may be only an unnecessary control character. This fix will help -

```
300 IF LEN(M$)<=L THEN 310 :
: CALL SOUND(200,110,0,-4,0)
: PRINT M$;" is";LEN(M$);"c
characters long":"Truncated t
o ";SEG$(M$,1,L):"OK? (Y/N)"
305 CALL KEY(3,K,S):: IF S=0
THEN 305 ELSE IF K<>89 THEN
STOP ELSE M$=SEG$(M$,1,L)
310 PRINT #2:M$ :: IF EOF(1)
<>1 THEN 220 ELSE CLOSE #1 :
: CLOSE #2
```

I know that this line is wrong, but key it in just as it's printed, and see what kind of error message you get -

```
100 !DISPLAY AT(3,1):"Progra
m must be SAVED in:"MERGE fo
rmat."
```

A friend asked me for a program to help him solve the Scram-Lets puzzles in our local newspaper, so I rewrote the Anagrammer that was published way back in Tips #12. It will print out all possible combinations of any 3- to 6-letter word, or only those which have one or two letters in specified positions.

```
100 CALL CLEAR :: DISPLAY AT
(3,5)ERASE ALL:"SCRAM-LETS S
OLVER": ! by Jim Peterson
110 DISPLAY AT(8,1):"OUTPUT
TO? 1:" (1) SCREEN:" (2)
PRINTER" :: ACCEPT AT(8,12)
VALIDATE("12")SIZE(-1):P ::
P=P-1
120 IF P=1 THEN DISPLAY AT(1
2,1):"PRINTER? PID" :: ACCEP
T AT(12,10)SIZE(-18):P$ :: O
PEN #1:P$
130 PL(1),PL(2)=0 :: L$(1),L
```

```
$ (2)="" :: DISPLAY AT(5,1)ER
ASE ALL:"TYPE A 3-,4-,5- OR
6-LETTER WORD " :: ACCEPT A
T(6,6):A$ :: W=LEN(A$):: IF
(W<3)+(W>6)THEN 130
140 DISPLAY AT(14,1):"SEARCH
FOR COMBINATION WITH":"LETT
ER IN KNOWN POSITION? N" ::
ACCEPT AT(15,27)VALIDATE("YN
")SIZE(-1):Q$ :: IF Q$="N" T
HEN 180
150 DISPLAY AT(17,1):"LETTER
?" :: ACCEPT AT(17,9):L$(1):
: DISPLAY AT(19,1):"POSITION
?" :: ACCEPT AT(19,11):PL(1)
160 DISPLAY AT(21,1):"ANOTHE
R LETTER/POSITION? N" :: ACC
EPT AT(21,26)VALIDATE("YN")S
IZE(-1):X$ :: IF X$="N" THEN
180
170 DISPLAY AT(21,1):"LETTER
?" :: ACCEPT AT(21,9):L$(2):
: DISPLAY AT(23,1):"POSITION
?" :: ACCEPT AT(23,11):PL(2)
180 PRINT #P :: FOR J=1 TO W
:: B$(J)=SEG$(A$,J,1):: NEX
T J :: FOR J=2 TO W :: IF B$(
J)>B$(J-1)THEN 220
190 T$=B$(J):: FOR L=J-1 TO
1 STEP -1 :: B$(L+1)=B$(L)
200 IF B$(L-1)>T$ THEN 210
:: B$(L)=T$ :: GOTO 220
210 NEXT L
220 NEXT J
230 FOR A=1 TO W :: ! FOR B=1
TO W :: IF B=A THEN 440
240 FOR C=1 TO W :: IF (C=A)+
(C=B)THEN 430
250 IF W=3 THEN 310
260 FOR D=1 TO W :: IF (D=A)+
(D=B)+(D=C)THEN 420
270 IF W=4 THEN 320
280 FOR E=1 TO W :: IF (E=A)+
(E=B)+(E=C)+(E=D)THEN 410
290 IF W=5 THEN 330
300 FOR F=1 TO W :: IF (F=A)+
(F=B)+(F=C)+(F=D)+(F=E)THEN
400 ELSE 340
310 W$=B$(A)&B$(B)&B$(C):: I
F W$<=V$ THEN 430 ELSE 350
320 W$=B$(A)&B$(B)&B$(C)&B$(
D):: IF W$<=V$ THEN 420 ELSE
350
330 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E):: IF W$<=V$ THEN 41
0 ELSE 350
340 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E)&B$(F):: IF W$<=V$ T
HEN 410
350 IF Q$="N" THEN 380
```

```

360 IF SEG$(W$,PL(1),1)<>L$(
1)THEN 390
370 IF X$="N" THEN 380 ELSE
IF SEG$(W$,PL(2),1)<>L$(2)TH
EN 390
380 PRINT #P:W$&" ";: 6=6+1
390 V$=W$ :: ON W-2 GOTO 430
,420,410,400
400 NEXT F
410 NEXT E
420 NEXT D
430 NEXT C
440 NEXT B
450 NEXT A
460 PRINT #P: " " ;6;"TOTAL
COMBINATIONS." : : 6=0 ::
V$="" :: PRINT "PRESS ANY K
EY"
470 CALL KEY(0,K,S):: IF S=0
THEN 470 ELSE 130

```

And here is a much-improved XBasic version of the Adder-Upper which first appeared in Tips #13. I find it very useful in adding up several categories of figures in one pass.

```

100 CALL CLEAR :: CALL SCREE
N(16):: FOR SET=1 TO 14 :: C
ALL COLOR(SET,5,1):: NEXT SE
T
110 DISPLAY AT(3,4)ERASE ALL
:"TIGERCUB ADDER-UPPER": : "T
o add up several categories"
:"at one time.": : "Input cat
egories - END when": "finishe
d"
120 CALL KEY(3,K,S):: DIM C$(
22),T(22)
130 X=X+1 :: DISPLAY AT(12,1
):"Category #";STR$(X):: ACC
EPT AT(12,13):C$(X):: IF C$(
X)="END" THEN X=X-1 :: GOTO
170
140 A$=SEG$(C$(X),1,1):: IF
POS(F$,A$,1)=0 THEN F$=F$&A$
:: IF X<17 THEN 130 ELSE 17
0
150 DISPLAY AT(15,1):"Code l
etter ";A$;" already": "used.
": "Pick another code letter"
:: ACCEPT AT(17,26)SIZE(1):
A$
160 IF POS(F$,A$,1)<>0 THEN
DISPLAY AT(15,1):";;";;";;
GOTO 150 ELSE F$=F$&A$ :: C$(
X)=A$&C$(X):: DISPLAY AT(15
,1):";;";;";; IF X<17 THEN 1

```

```

30 ELSE 170
170 CALL CLEAR :: R=2+(X>8):
: FOR J=1 TO X :: DISPLAY AT
(R,1):"(";SEG$(C$(J),1,1);"
";SEG$(C$(J),2,25):: R=R+2+
(X>8):: NEXT J
180 DISPLAY AT(R+2,1):"Categ
ory ";F$ :: DISPLAY AT(R+4,1
):"Amount"
190 DISPLAY AT(24,1):"Use mi
nus value to subtract"
200 ACCEPT AT(R+2,11+LEN(F$)
)SIZE(1)VALIDATE(F$):Z$ :: Y
=POS(F$,Z$,1)
210 ACCEPT AT(R+4,8)VALIDATE
(NUMERIC):A :: T(Y)=T(Y)+A :
: DISPLAY AT(Y*(2+(X>8)),20)
:T(Y):: GOTO 200

```

Can you figure this one out? (I can't!) -

```

100 DISPLAY AT(3,4)ERASE ALL
:"ILLOGICAL COMPUTER!": : "
by Tigercub"
110 DISPLAY AT(7,1):"100 IF
A=2 THEN IF B=2 THEN C=4 ELS
E IF A=2 THEN IF B=3 THEN C=
6 ELSE IF A=3 THEN IF B=3 TH
EN C=9 ELSE IF A=3 THEN IF B
=4 THEN C=12 ELSE C=9"
120 DISPLAY AT(14,1):"Why ca
n't you get C to ": "equal 9
or 12 or 99?"
130 DISPLAY AT(18,1):"A? " :
: ACCEPT AT(18,4):A :: DISPL
AY AT(20,1):"B? " :: ACCEPT
AT(20,4):B
140 IF A=2 THEN IF B=2 THEN
C=4 ELSE IF A=2 THEN IF B=3
THEN C=6 ELSE IF A=3 THEN IF
B=3 THEN C=9 ELSE IF A=3 TH
EN IF B=4 THEN C=12 ELSE C=9
9
150 DISPLAY AT(22,1):"C=";C
:: GOTO 130

```

This might come in handy to dress up a program -

```

100 CALL CLEAR :: CALL COLOR
(2,5,16):: CALL HCHAR(1,1,42
,768)
110 X=X+1 :: DISPLAY AT(X,9)
:"*****";: DISPLAY
AT(X+1,9):"PRESS ANY KEY";:
DISPLAY AT(X+2,10):"TO CONT
INUE";
120 CALL KEY(0,K,S):: ON S+1
GOTO 110,130

```

```

130 !continue program here
Or, if you'd rather do it
backwards -
100 CALL CLEAR :: CALL COLOR
(2,5,16):: CALL HCHAR(1,1,42
,768)
110 FOR X=10000 TO 1 STEP -1
:: DISPLAY AT(X+2,9):"*****
*****";: DISPLAY AT(X+1,
9):"*TO CONTINUE*";: DISPLA
Y AT(X,9):"PRESS ANY KEY";
120 CALL KEY(0,K,S):: ON S+1
GOTO 130,140
130 NEXT X
140 !continue program here

```

You might find this one useful -

```

100 ! PAINT CALCULATOR by Ji
m Peterson
110 CALL CLEAR :: FOR SET=1
TO 12 :: CALL COLOR(SET,2,8)
:: NEXT SET :: CALL SCREEN(5
):: CALL KEY(3,K,S):: ON WAR
NING NEXT
120 DISPLAY AT(3,7)ERASE ALL
:"PAINT CALCULATOR": : "To de
termine the amount of": "pain
t needed for a room."
130 DISPLAY AT(8,1):"Is the
room a regular square or rec
tangle? Y" :: ACCEPT AT(9,16
)SIZE(-1)VALIDATE("YN")BEEP:
Q$ :: IF Q$="Y" THEN 160
140 DISPLAY AT(11,1):"How ma
ny rectangular areas": "does
the room contain?" :: CALL A
CCEPTER(12,24,A):: IF A=1 TH
EN 160
150 FOR B=1 TO A :: DISPLAY
AT(3,10)ERASE ALL:"AREA #";B
:: GOTO 170
160 CALL CLEAR
170 DISPLAY AT(5,1):"How hig
h is the ceiling?": " ft.
in." :: CALL ACCEPTER(6,2
,HF)
180 CALL ACCEPTER(6,9,HI)::
HI=HI/12 :: H=HF+HI
190 DISPLAY AT(8,1):"How man
y walls?" :: CALL ACCEPTER(8
,17,W):: CALL HCHAR(5,1,32,6
40)
200 FOR J=1 TO W :: DISPLAY
AT(5,10):"WALL #";J : "Width
ft in" :: CALL ACCEPT
ER(7,7,WF)
210 CALL ACCEPTER(7,13,WI)::

```

```

WI=WI/12 :: WW=WF+WI :: SQ=
SQ+H*WW
220 DISPLAY AT(11,4):"How ma
ny doors, windows or": "other
areas not to be": "painted i
n wall #";J;"?"
230 CALL ACCEPTER(13,19,D)::
IF D=0 THEN 280
240 FOR L=1 TO D :: DISPLAY
AT(15,1):"AREA NOT TO PAINT
#";L : ";Width ft in" ::
CALL ACCEPTER(17,10,WDF)
250 CALL ACCEPTER(17,16,WDI)
:: WDI=WDI/12 :: WD=WDF+WDI
260 DISPLAY AT(19,1):"Height
ft in" :: CALL ACCEPTER(19,11,HDF)
270 CALL ACCEPTER(19,17,HDI)
:: HDI=HDI/12 :: HD=HDF+HDI
:: SQ=SQ+WD*HD :: NEXT L
280 NEXT J :: DISPLAY AT(21,
1):"Paint the ceiling?" :: A
CCEPT AT(21,20)SIZE(1)VALIDA
TE("YN"):QQ$ :: IF QQ$="N" T
HEN 320
290 CALL HCHAR(5,1,32,640)::
DISPLAY AT(5,1):"Ceiling di
mensions": " ft in by
ft in" :: CALL ACCEPT
ER(7,2,CWF)
300 CALL ACCEPTER(7,8,CWI)::
CWI=CWI/12 :: CW=CWF+CWI
310 CALL ACCEPTER(7,17,CLF):
: CALL ACCEPTER(7,23,CLI)::
CLI=CLI/12 :: CL=CLF+CLI ::
SQ=SQ+CW*CL
320 CALL HCHAR(5,1,32,640)::
IF Q$="Y" THEN 340
330 NEXT B
340 DISPLAY AT(3,1)ERASE ALL
:"Total of";INT(SQ+.5);"squa
re feet."
350 DISPLAY AT(5,1):"How man
y square feet will": "one gal
lon of your paint": "cover?"
360 ACCEPT AT(7,8)SIZE(3)VAL
IDATE(DIGIT)BEEP:SF :: DISPL
AY AT(9,1):"How many coats?"
:: CALL ACCEPTER(9,17,C)::
6=SQ/SF+C :: 6=INT(6+.5)
370 DISPLAY AT(15,1):"You wi
ll need";6;"gallons or":6/4;
"quarts of paint."
380 CALL KEY(0,K,S):: IF S=0
THEN 380 ELSE STOP
390 SUB ACCEPTER(R,C,Q):: AC
CEPT AT(R,C)SIZE(2)VALIDATE(
DIGIT)BEEP:Q :: SUBEND
Memory full! - Jim P.

```



INSTRUCTIONS AND HINTS FOR TI-WRITER WORD PROCESSOR

July 27, 1985

by Dick Altman

IT CAN BE MASTERED! It just takes perseverance and determination and a desire. I have been using it since January 1985 and I don't have it all yet, but I can use it to my immense satisfaction. This came from months of sitting with the large manual in my lap flipping pages back and forth until I had practically memorized the \$\$\$ thing! I was at the point where when I had a problem I could say "Oh that is on page 146" or whatever. For instance: this article was done on the TI-WRITER and I now do ALL of my correspondence with it also.

If you received the disk with this article, load it up in TI-WRITER and call it up on the screen so that you can see which commands-and where they were used-to cause the different effects shown in this article. If you received the disk only, then you aren't reading this unless you have already booted it up. It is suggested that you run off a printed copy then reboot this back up so that you can see the commands in use as you read the article. There are comments in the program just below or above the commands that don't show in the printout! This is another 'FREEWARE' item. There is no price set for it. Feel free to pass a copy on to whomever wants it. If it will help only one or two people that are struggling to learn TI-WRITER I will be pleased. If you learn anything from it, and are inclined to fairness, send a few bucks when you can afford it to Dick Altman, 1053 Shrader St., San Francisco, CA 94117. There's no big deal if you don't-only your conscience will know. At least drop me a note and let me know it helped someone.

This is gonna be loo-o-ng, but still much shorter than the 175 page instruction manual!

FIRST RULE: Read the TI-WRITER Quick Reference card and reread it. Of course this means after you read this article. Do all of the operations shown on the card-at least once-even though you might think you will never need that particular one. You will find you have to open up the big manual probably, to accomplish some of the operations. After you have almost 'memorized' the card (literally!) then you will find yourself using it almost exclusively and very seldom having to refer to the cumbersome manual. Personally I think the manual is poorly written.

You will find 3 'windows'-from left to right-to obtain the 80 columns (80 normal characters) width. Each window is 40 columns wide. The first one is from 0 to 40, second one is from 20 to 60, and the third is from 40 to 80. The first thing I do upon booting up TI-WRITER is to set my limits to 37 characters wide. If I take a whole window of 40 characters, it seems to crowd my screen, and I don't like to window back and forth to read my work. I do this by pressing "T" (for TABS), then press ENTER, then placing an "L" on the second dot, and an "R" on the 39th dot, then pressing ENTER again. Now I find my cursor blinking at me from line #0001. Here is where I tell the printer what margins I want it to print my work within. It's also at this point that I select condensed type because I like it better than the normal size type, and I can get 132 characters per line if I wish. It just looks better in my opinion. I normally do this on line 0002 because I used 0001 to set up the formatting (margins, etc.) commands to the printer.

So, on line 0001 I put in the following 'dot' command (a dot command is merely starting with a period): .LM 20;RM 120;FI;AD (AND END ALL DOT COMMANDS WITH A 'carriage return'). The semicolons are necessary, and the spaces, just as I listed it here. I'll do it again: .LM 20;RM 120;FI;AD(c/r). You of course don't put in the line number 0001. That is already there.

That tells the printer to set the Left Margin at 20, the Right Margin at 120, then Fill each line, and Adjust (justify) the right margin. The 'FILL' command tells the program to put in as many whole words on a line, within your predetermined margins, as possible. The 'ADJUST' tells it to add extra blanks between words to cause the even right margin as this article has.

I changed the margin settings on the last two paragraphs just to show you that you can enter your 'commands' just about anywhere within your work!

Just pressing ENTER will normally automatically put in the 'carriage return' symbol, but sometimes it doesn't. It depends on what you were doing last. In that case, use Control and B to put in a carriage return.

On line 0002 I put in a 'Control' command thusly: Control U Shift O Control U. Neither a 'dot' at the beginning, nor a 'carriage return' at the end is necessary. This command throws the printer into 'condensed' type. Neither of these two line numbers will be printed on paper. They are merely formatting commands. Most of the 'Control' commands are listed at the bottom of this article.

Then if I want to center a title (or date) or some other heading at the top of my article, on line 0003 I put in another dot command like this: .CE (remember a carriage return is required at the end of all dot commands). If my title is say three lines of type, then make that dot command thusly: .CE3(c/r) otherwise it will 'center' only one line. The centering command at the top of this article was '.CE5' because of the blank line in it. The lines you wish centered have to immediately follow the centering command.

The automatic page length is 66 lines. This gives you about six blank lines at the top and bottom of your page, and only fifty some actual lines of type. You can, with a dot command change your page length with this: '.PL ##' as I did in line 0002 of this article. (Not enough room in 0001)

Then you start typing your article, letter, whatever. If you wish each paragraph to be indented, it takes another dot command of: .IN(number). If, as in my suggested margin settings of .LM 20;RM 120, you wished to indent each paragraph five spaces, the command would be: .IN 25 because the counting starts at zero or left edge of the paper. If you include the indent command with others in line 0001, the semicolon replaces all but the first dot, thus .LM 20;RM 120;IN 25. You may put more than one dot command on one line, or the Control commands, but never both of them on the same line.

The fun part of a word processor is the capability of inserting or deleting a word or an entire phrase without having to retype the entire page or article. Another fun thing is the ability to move a sentence or an entire paragraph to another place in your work. This is all done very simply. Just place your cursor in the last space before where you wish to insert another word and press the FCTN key and the number 2. This causes everything beyond your cursor to move down one line, then type in your new word or sentence and after the space at the end of it press the Control and the 2 (just once) and everything will jump back up to your cursor! If you are near the beginning of a long paragraph it takes a little longer (a couple or three seconds) to reformat the paragraph, than it does if you are near the bottom of that same paragraph-DON'T GET IMPATIENT AND HIT THE KEYS AGAIN, JUST WAIT A COUPLE OF SECONDS!

To move let's say paragraph #10 into the #3 spot is just as easy. First look at paragraph #10 and make a note (mental??) of the line numbers on the first and last line. Function and zero shows the line numbers or moves them off the screen. Suppose they were 0076 and 0093. Then determine what line number you wish it to be after. Let's suppose it was 0023. Then with FCTN 9 go to the 'command' line, type M (for Move) and hit ENTER. Then type in 0076 0093 0023 and hit ENTER again. Look at those numbers and read the instructions on the Quick Reference Card for MOVE.

On most dot matrix printers, there are two different commands to make neat printing. They are called 'emphasized' and 'double strike'. You can't use (on my printer at least) the emphasized method while in condensed size of type. But I can use double strike. The difference is basically this. Both commands print each letter twice, but in two different ways. One of them (emphasized) moves the head slightly to the right so that each letter is a little thicker. Double strike just prints the line twice. I think emphasized is slightly faster than double strike, but I've never timed either of them. Since I use condensed printing almost exclusively, and can't use emphasized, I don't worry about it. Incidentally, you may enter these commands throughout your article. You just have to have them begin at the left margin of your work. As long as you begin dot commands with a period, and the control commands with Control U (and end dot commands with a carriage return, and control commands with Control U and/or a capital letter) you'll be O.K. Only this paragraph was using 'double strike', look at the difference.

An interesting fact about most printers is that it not only inserts unobtrusive spaces here and there to ADJUST each line to the predetermined right margin, IT PRINTS EVERY OTHER LINE FROM THE RIGHT TO THE LEFT while doing all that FILLING and ADJUSTING. It will also correctly number your pages if you give it the FD command, which is another dot command.

I find once in awhile, some one command (never the same one twice) seems to falter. Just redo it. sometimes I think some command must be there that is invisible (this is possible!) so when you run into an unexplainable problem, go back to your formatting command line(s)-which are usually lines 0001 and 0002-put the cursor at the end of each of your commands then press FCTN and 1 and hold them for a couple of seconds to delete any possible typing errors that placed some sort of 'hidden' command in that line.

Another good command to learn is the 'DOOPS' command. Merely Control and the figure one. This eliminates only your last change just now typed in, and returns your work to its former self (hopefully!).

Another good habit to get yourself into, is 'SAVING' your work every few minutes (or every few pages). Power glitches do occur from any power company. Either surges, or stumbles. Sometimes just an electric motor in your home (refrigerator, etc.) kicking in will cause a momentary change in the power supplied to your computer (you've seen your lights flicker). If you save your work every once in awhile, you someday will be glad you were in the habit. Especially if you have just put in to the word processor a 20,000 word story. The power glitch could cause you to lose it all! If you have been saving it on a disk, when that glitch occurs you will have all but a small part of it saved. When you save something to a disk, then come back to that same disk and save something else with the same name, it replaces the first item with the second. It does not become two separate items on the disk. Of course, if you are really a worry-wart, you will do the saving on two disks, alternating back and forth, just in case that glitch comes while you are in the act of saving your work.

When you wish to reload a file from a disk back into the word processor, it's EASY! When you first bring up the word processor in the Editor mode, you are automatically in the command line. Just type LF (for Load File) and hit ENTER, then type in DSK1.(and the name you gave it) then hit ENTER again and wait a few seconds for the work to be loaded into your computer from the disk.

If you want a rough draft of your work on paper (I find it easier to proof than on the screen) just remove your commands for double strike or emphasizing to conserve your printer ribbon. It will not be so easy to read, unless your ribbon is new, but it will be done faster, as well as not using up ribbon ink unnecessarily.

In the book you will find two methods of going to the disk, then to your printer. Printing should be done from the disk, not from the computer. You will find a command of 'Print File'. That's not the one I use! The one I have become accustomed to using may take a few seconds longer, but it is the one I learned first, and I have just stuck with it. It is as follows. After I have finished typing my letter or whatever, return to the command line with FCTN 9, there type a 9 (for Quit) hit ENTER, then S (for Save) and ENTER, then DSK1.TERRY or whatever name I want to give the file instead of TERRY, then ENTER. I usually use a short two or three character name. I have even been known to use #1, or #2, or something like that (the file name cannot be more than 10 characters long, and you can't have any spaces in a file name). Then, after the work goes from the computer to the disk, you can either print it now or sometime next week. The command to go to the printer at this point is like this: Q (for Quit) ENTER, then E (for Exit) and ENTER again. This takes you back to the master menu. This time, you select #2, or THE FORMATTER. After it comes up, you have to type in DSK1.(filename) and hit ENTER. Then you have to type in the command telling it to go from the disk to the printer, instead of to the screen. (With the use of DISKO or some such assembly language repair program, you can insert the command to your printer so that it is a default just like all the other selections on the screen. It is in 'EDITA1' of your TI-WRITER disk.) Without knowing what kind of printer you have, I can't give exactly the correct command here, but it will be something like this: PIO or RS232.BA=4800.LF, then you will have five more choices, mostly for which you will just press ENTER for each of them. Perhaps you might wish more than one copy, so on the correct one you would punch in that number. Be sure your printer is turned 'on' before hitting the last ENTER, (the one that says "PAUSE AT END OF THE PAGE?") because you will be printing immediately.

For your purposes (manuscript writing) you will want it double spaced. That is simply a dot command of '.LS 2' (LS for Line Spacing of course!) and if you want it triple spaced, just change the 2 to a 3. Or of course use it for a rough draft or some such. I'm mostly just rambling here, to give this particular paragraph some length, so that you can see double spacing at work. I can't seem to think of anything else to say, so I will just end it here.

There are many, many more commands available, such as merging either parts of two different files, or merging a whole file into the middle of another, or putting in headers at the tops of every page, and footers at the bottom, all automatically. Such things as page numbers, or requirements for manuscripts, etc., but those can be found as you need em.

The word processor does have a capacity beyond which you have to save your work to disk, and start with a clean slate. It is approximately 20,000 characters including blanks. I have only run into it when transferring a long story to disk. I was entering a 10,000 word story, and I got 'MEMORY FULL-SAVE OR PURGE' flashing at me at the top or command line after about 4,000 words (I wish it would ring a bell or something). At that point 'save' your work and retire that file name. Perhaps in this article I am writing for you I will reach that point again. Right now I am typing on line number 466. I think it was at about line 400 plus (but I was using 80 column width that time for a special project, I think) that the MEMORY FULL thing happened to me. You will just have to trial and error it for your job! Of course, the length canNOT be judged just by the line numbers on the left side of your screen. Think about whether you are using only one window, or two, or the maximum of three. I am using just one window while I do this work, as I explained earlier, so that will make my capacity come much farther down the line numbers than if I were using all three windows! 80 characters (or columns) wide, instead of the 37 I am using. If and when the MEMORY FULL bit happens to you, remember that when you save it this time to a disk, then for pete's sake don't save the next time to the same file name! In other words, my name for this file at the moment is TI-WRITER. If I need to make a new file, it will become TI-WRITER2.

The little 25 page booklet from Dr. Bill Browning is very good, don't ignore it when you are trying to learn the TI-WRITER word processor. 7541 Jersey Avenue North, Brooklyn Park, MN 55428. Price just \$6.50 and worth every penny.

There is also available in 'FREEMWARE' circles an excellent disk called "TK-WRITER" which was done by TOM KNIGHT, thus the 'TK'. It replaces the need for a cartridge to have TI-WRITER word processing capabilities. As far as I can tell, it does exactly the same things the cartridge does, except for Show Directory-which is inconsequential, and won't go direct from the Editor stage to the Formatting stage. You can probably find it in the same library you obtained this disk from.

The command for the underscore is merely the ampersand (Shift 7) and it can be used anywhere. Note even in the middle of the word 'cannot'. If you want to underline more than one word you have to connect them with what is called a caret. It is above the 6, or Shift 6. If you wish, the AMPERSAND can be printed in your work, but not the caret. Merely type in two ampersands and only one of them will be printed! & &

Believe me, all of this will become easy and second nature to a good typist in a very short time! But if you don't use it for a month or two, you will find yourself going back and back and back to the big book!

Thanks so much to Dr. Guy Romano for his assistance in writing this article. Plus his enormous patience with my dumb questions over the past few months while I was learning the TI-WRITER. Also to Hal White and to Larry Rosenberg for their invaluable assistance. And to Terry & Paul Anderman for their desire to have word processing capabilities, which forced me to finally write this that had been nagging at me so long.

CONTROL COMMANDS

ASCII CODES	FUNCTION	FORMAT
0	Terminate	CTRL U, SHIFT 2, CTRL U
7	Sound the buzzer	CTRL U, SHIFT G, CTRL U
=====		
8	Backspace	CTRL U, SHIFT H, CTRL U
9	Horizontal tabulation	CTRL U, SHIFT I, CTRL U
=====		
10	Line feed	CTRL U, SHIFT J, CTRL U
11	Vertical tabulation	CTRL U, SHIFT K, CTRL U
=====		

12	Form feed	CTRL U, SHIFT L, CTRL U
13	Carriage return	CTRL U, SHIFT M, CTRL U
14	Print enlarged characters	CTRL U, SHIFT N, CTRL U
15	Print condensed characters	CTRL U, SHIFT O, CTRL U
17	Select printer	CTRL U, SHIFT Q, CTRL U
18	Turn off condensed printing	CTRL U, SHIFT R, CTRL U
19	Disable printer	CTRL U, SHIFT S, CTRL U
20	Turn off enlarged printing	CTRL U, SHIFT T, CTRL U
27	Escape	CTRL U, FCTN R, CTRL U
27;48	Set line spacing 8 per inch	CTRL U, FCTN R, CTRL U, 0
27;50	Set line spacing 6 per inch	CTRL U, FCTN R, CTRL U, 2
27;51	Set line spacing n/216 per inch	CTRL U, FCTN R, CTRL U, 3,n
27;52	Turn Italic Character set on	CTRL U, FCTN R, CTRL U, 4
27;53	Turn Italic Character set off	CTRL U, FCTN R, CTRL U, 5
27;56	Disable paper-end detector	CTRL U, FCTN R, CTRL U, 8
27;57	Select paper-end detector	CTRL U, FCTN R, CTRL U, 9
27;65	Set line spacing(1/72 to 85/72 inch)	CTRL U, FCTN R, CTRL U, A,n
27;66	Set up 8 vertical tab pos.	CTRL U, FCTN R, CTRL U, B
27;67	Set form length up to 127 lines	CTRL U, FCTN R, CTRL U, C,n
27;68	Set up to 12 horizontal tab positions	CTRL U, FCTN R, CTRL U, D
27;69	Turn on emphasized printing	CTRL U, FCTN R, CTRL U, E
27;70	Turn off emphasized printing	CTRL U, FCTN R, CTRL U, F
27;71	Turn on double printing	CTRL U, FCTN R, CTRL U, G
27;72	Turn off double printing	CTRL U, FCTN R, CTRL U, H
27;75	Turn on normal density graphic printing	CTRL U, FCTN R, CTRL U, K
27;76	Turn on dual density graphic printing	CTRL U, FCTN R, CTRL U, L
27;77	Turn Elite mode ON	CTRL U, FCTN R, CTRL U, M
27;78	Set skip-over perforation	CTRL U, FCTN R, CTRL U, N
27;79	Release skip-over perforations	CTRL U, FCTN R, CTRL U, O
27;80	Turn Elite mode OFF	CTRL U, FCTN R, CTRL U, P
27;81	Set a column width	CTRL U, FCTN R, CTRL U, Q
27;82	Select 1 of 8 int'l char.sets	CTRL U, FCTN R, CTRL U, R

C.O.N.N.I.
SEPTEMBER
MEETING
PLACE

SEPT 12, 1987
RETURN TO
MARTIN JANIS
CENTER
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ALL MEETINGS, UNLESS
STATED OTHERWISE, ARE
HELD AT THE MARTIN
JANIS CENTER, E 11TH
AVE, COLUMBUS, OH.

SHAZAM



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

JUST SURVIVAL?

DOM'T YOU BELIEVE IT! It takes quite a bit for any organization to survive. It takes quite a bit more for an organization whose base has disappeared to survive.

And yet we 99ers have done it and done it well.

It's impossible to imagine all the efforts of all the people (many no longer with us) who brought us to where we are today, YEARS AFTER THE ORPHANING! And our computer is better than ever because there are more pieces of hardware and software and firmware and, through user groups, textware, than ever before. We have become a world community. In the process our machine has become a POWERFUL tool in the home and business and education worlds.

Could you have imagined a few years ago that, with your \$49.50 little "toy" computer, you could go beyond a MEGABYTE of memory and operate up to 5 QUADDENISTY drives! Could you have imagined an environment so tight that you could have an advanced Wordprocessor and advanced Editor/Assembler and advanced Disk Manager all operating as an environment off ONE DISK! (not to mention a FORTHLOAD, a disk editor, a c LOAD, a pair of master menus, and piles of other things thrown in - like auto cataloging, 10 screen color choices, printing or reading any 80 file, and on and on - STILL ON THAT ONE DISK!)

Not to mention the extraordinary software: TOTAL FILER, FONTWRITER, TI ARTIST (and all the zillion files and companions and converters that can be used with it - including the remarkable RLE), CREATIVE FILING SYSTEM, SCHEDULE MANAGER, AND!!!! [I'm looking through my disk file and am astonished. I have more things than I know what to do with. I have a columnizer and sideways printer and text/graphic creator (all wonderful FAIRWARE items), a WHEEL OF FORTUNE game with a robotic Vanna, a program that lets the TI sing!, one that writes in GOTHIC, one that creates newsletters with many fonts and graphics, one that tells fortunes with speech, Corey Cheng's remarkable cribbage game, and Nutmeg 99ers superb group disks.]

I sit here and wonder when I'm going to use it all. As a writer, I am primarily interested in ALL aspects of word processing. Having used very many processors for very many computers, I can honestly say the flexibility of FUNNELWEB is hard to beat. I love the large type of 40 columns and the easy FORMATting to 80 or 136 or whatever. As a teacher I am interested in the educational (though all programs are educational) aspects of computing in the class. I use many computers but mostly TI because it is easily the best for the stuff I do in my class (though the Apple and Commodore have more of the user-friendly printer materials like NEWSROOM and PRINTSHOP which has nothing comparable on the TI). As a game-player, I am about 20 years behind on playing all the wonderful games I own: all the INFOCOM games, all the

ADVENTURE games, all the games that I haven't even created through my TUNNEL OF DOOM and ADVENTURE editing programs. (Not to mention the constructions of SPACE STATION PHETA, GRAVITY MASTER, and the intricate tutorial/play/change of NIGHT MISSION.)

HOME APPLICATIONS! I haven't yet put my checkbook files onto any of the wonderful checkbook filers I own. I haven't even indexed all my P.G. Woodhouse books onto my PR BASE or CFS for easy access. Nor my video collection onto VIDEOS. I've yet to wire my house through the TI for alarm system, light switches, auto radio/TV programs, coffeemaking. (Yet all possible with my computer.)

UTILITIES! I have utilities I can't even begin to use, many I don't even understand. Why do I keep buying this stuff?

Because I want to make my computer be as potent as a home computer can be. And it is. And I say that someday I'll learn how to use such and such. Maybe I will.

And that, my friends, is REALLY why I own and love my 99. I am learning. I am learning every day. I am learning every time I sit at that machine. Learning - let's face it - is great fun! The TI sits there encouraging me to LEARN.

All that stuff I said above is true. So's the fact that I've made almost 200 friends worldwide with whom I correspond regularly. So's the fact that the faires I attend are a source of immense delight to me. So's the fact that getting my monthly newsletters and magazines (like MICROpendium and COMPUTER SHOPPER) is like a continual Christmas and last-day-of-school rolled into one.

But it's the learning and sharing that really keeps me hugging my TI.

And the learning that made me evaluate my computer future.

As a teacher with a wife and four kids (all four kids were in college at the same time a couple years ago and now only two kids and one wife are still going), I have found upgrading a bit costly. I took a couple extra jobs to buy my computer in 1981 (\$499.99) and held onto the jobs to get Extended BASIC (\$119) and TI WRITER (\$99) and LOGO (\$119) and a tape recorder (\$89.95) and my Expansion Package (Box, J2K, RS card, Controller, one drive) (\$900). By the time the console came down to \$49, I owned five (for my own kids and for my classroom use), and I had invested over \$2500 in hardware, software, and textware (about 1/5 my annual take-home pay)! My wife was threatening homicide.

Justifiably.

I was (am?) a computer addict.

And Elaine became (is?) a computer widow.

Though I had fun and used the beast all the time, I was (am?) probably just a very dumb version of that genius Jim Peterson. I learned more about the TI from Jim than from the library of over 100 TI books I own. (You probably didn't know there were that many.)

I stayed involved with user groups and the writing of articles and the editing of newsletters and the

constant using and modifying of programs at home and at work.

Long after TI left us.

Long after the first big exodus.

Long after the diminishing user groups.

Long after the drying up of most sources (book stores, department stores, computer stores, magazines [like COMPUTE, HCM/99er, FAMILY COMPUTING]).

Even long after people stopped laughing at me for suggesting that the 99 was in the same class as Apple or Commodore or Atari. It isn't. It's better!

Then I thought "upgrade". Should I get an IBM clone? Or an Apple? or what?

All the computers that I use at work and elsewhere came under exacting scrutiny. Will I buy this one? Or that one?

I began, also, to try out other computers in computer stores and visit friends who let me test out their equipment. I borrowed books and magazines about other computers.

Then Triton came out with the IBM compatible converter for the TI. It was a clone that used the awful TI keyboard.

I had saved up steadily, penny by penny, since my blasts in 1981 and 1982. And now I could upgrade to a better computer. IBM/TI was one option. Now that the choice was a reality, I had to reconsider.

Back I went to my TI. To MICROpendium. To COMPUTER SHOPPER. To FUNNELWEB and SCREEN DUMP and PRINT IT and CFS and CHINESE CHESS and HITCHHIKERS GUIDE TO THE GALAXY and GRAPHX and CSGDIII and PRINTER'S APPRENTICE. And to all the programs I'd written and all the programs given to me as gifts by other TI authors and all the PD stuff. And all the great stuff from Asgard. And, most of all, all the stuff from Tigercub Software that doesn't even BEGIN to exist for other computers. There are no TIPS or NUTS & BOLTS for Apples or IBMs or whatever.

But my SSSD drive with 32K expansion was becoming limiting.

So I went with the best upgrading I could possibly go: with the TI.

First, I bought the MYARC 512 for a bunch of reasons. I had borrowed a Horizon 192 for a few weeks and enjoyed the speed of my autoloader FUNNELWEB. I thought 512 would be of more use to me (particularly as I could use as much spooler space as I wanted to print out my files while I continued merrily on with my computing) because of the immense amount it would hold. Such things as CSGD or FUNNELWEB (with my FUNLPLUS! included) could leap back and forth from file to file and spool out any text files at the same time. The RAMdisk (of the 512 card) is the greatest leap forward I could have dreamed of. It is easy and wonderful.

Next I looked through COMPUTER SHOPPER and bought (for only \$75) two new, highly-recommended Tandon full-height DSDD drives. I plugged them in and used the

double-sided abilities with my TI Controller.

Then my MYARC Controller came in with that superb DMIII and the inside ability to catalog from anywhere (though I wish it could Print with that built-in cataloguer the way it does with its DM). Now I can go into Myarc DM from FUNNELWEB, though DM 1000 works equally as well from that environment. Now I can configure any sided/density combinations I want (including the 512 as drive). It's so great to watch disk verification when initializing as it whips up to 1440 unflipped, instead of the old 360. No more flippies. Speed. Speed. Speed! It's even very fast to be in RAMed FUNNELWEB with a pile of text sitting in EDITor, realize there is no initialized disk, SF to RAM, leap into DM1000, initialize a disk, leap back into EDITor, LF from RAM, and complete the task at hand without having enough time in between to get another frosty Foster's from the fridge.

I suddenly entered the new world of computing very much on my own terms. I quadrupled my disk capacity, tripled my drives, increased my memory twelvefold, added a much desired buffer of incredible size, and created a speed operational zone beyond my wildest dreams.

All this while sitting on a collection of software and textware that I haven't even begun to tap.

Let's say not another bit of textware, firmware, hardware, or software will ever be created for the TI. This won't happen (as there are presently over 700 companies - mostly Mom & Pop - making stuff for the TI) but let's pretend.

Where does that leave me?

With one hell of a great machine and lots of stuff for it! That's where. This machine will last me for the rest of my life just with what I have and what is available right now.

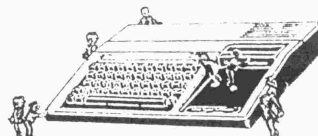
Then I ordered a Geneve.

Frosting on the cake.

I had seen it and used it about seven times and had talked and read about it incessantly for months. I wanted that enhanced keyboard, for one. I wanted to increase my memory beyond a MEGABYTE, for two. I wanted all the things that have been and are being written for it, for three.

I wanted to truly upgrade my system. Beyond the power and the speed and the graphic resolution of the IBM and Amiga and Atari and Apple and Commodore and ALL the other lesser machines while still keeping the incredible built-ins I came to accept as intelligently designed computerisms: RES, NUM, CALL, etc.

So here I am, a TI 99/4A addict and loving it; a man who has come to realize that what I have now is already beyond what I presently need and beyond what I can continually strive for but never beyond what I can imagine.





RETURN TO

Spirit of '99



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UK TI 99/4A UG EXCHANGE
RD
SHIRE
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AIR MAIL
PRINTED MATTER

*** MEMBERSHIP APPLICATION ***

NAME _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

AREA CODE _____ HOME PHONE _____ BUSINESS PHONE _____ EXT# _____

WHAT IS YOUR PROFESSION/VOCATION _____

HOW LONG HAVE YOU OWNED YOUR COMPUTER _____

DATE OF APPLICATION _____ ACCEPTED BY _____