

# Spirit of 99



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

PUBLISHED MONTHLY IN COLUMBUS OHIO

4 JAN 88

**HAPPY NEW YEAR**



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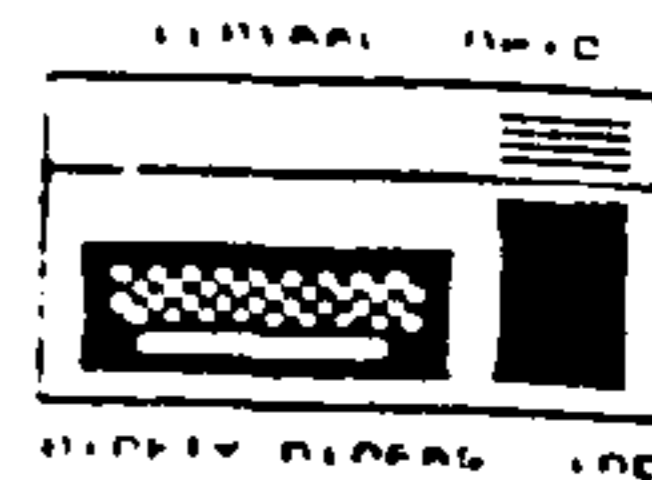
NO. 1

JAN

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THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS



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Central Ohio Ninety-Niners Inc. is a non profit organization comprised of MEMBERS who own or use the TI99/4A computer and it's related products and have paid a yearly membership fee of \$20.00 and whose main objective is the exchange of Educational and Scientific information for the purpose of computer literacy.

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

in this newsletter for your convenience) Please address it to:  
EVERETT WADE  
179 ERIE RD  
COLUMBUS, OH 43214

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ANNOUNCEMENTS

\*\*\*\*\*  
DUES ANNOUNCEMENT

Dues are usually paid at or before the March meeting, and are \$20 per year for full membership, library and voting privileges, plus the newsletter. If only the newsletter is desired, then payment is \$15 per year. Those who join during other months of the year pay a lesser, pro-rated amount:

Apr---18.00...May---16.66...Jun---15.00...Jul---13.33...Aug---11.66  
Sep---10.00...Oct---8.33...Nov---6.66...Dec---5.00...Jan---3.33  
Feb---1.66

Fill out an application blank (one on the back of this newsletter), make a check out to C.O.N.N.I. and give to Everett Wade, the Membership Registrar, at one of the meetings or mail to him at the following address:

Everett Wade  
179 Erie Rd  
Columbus, OH 43214

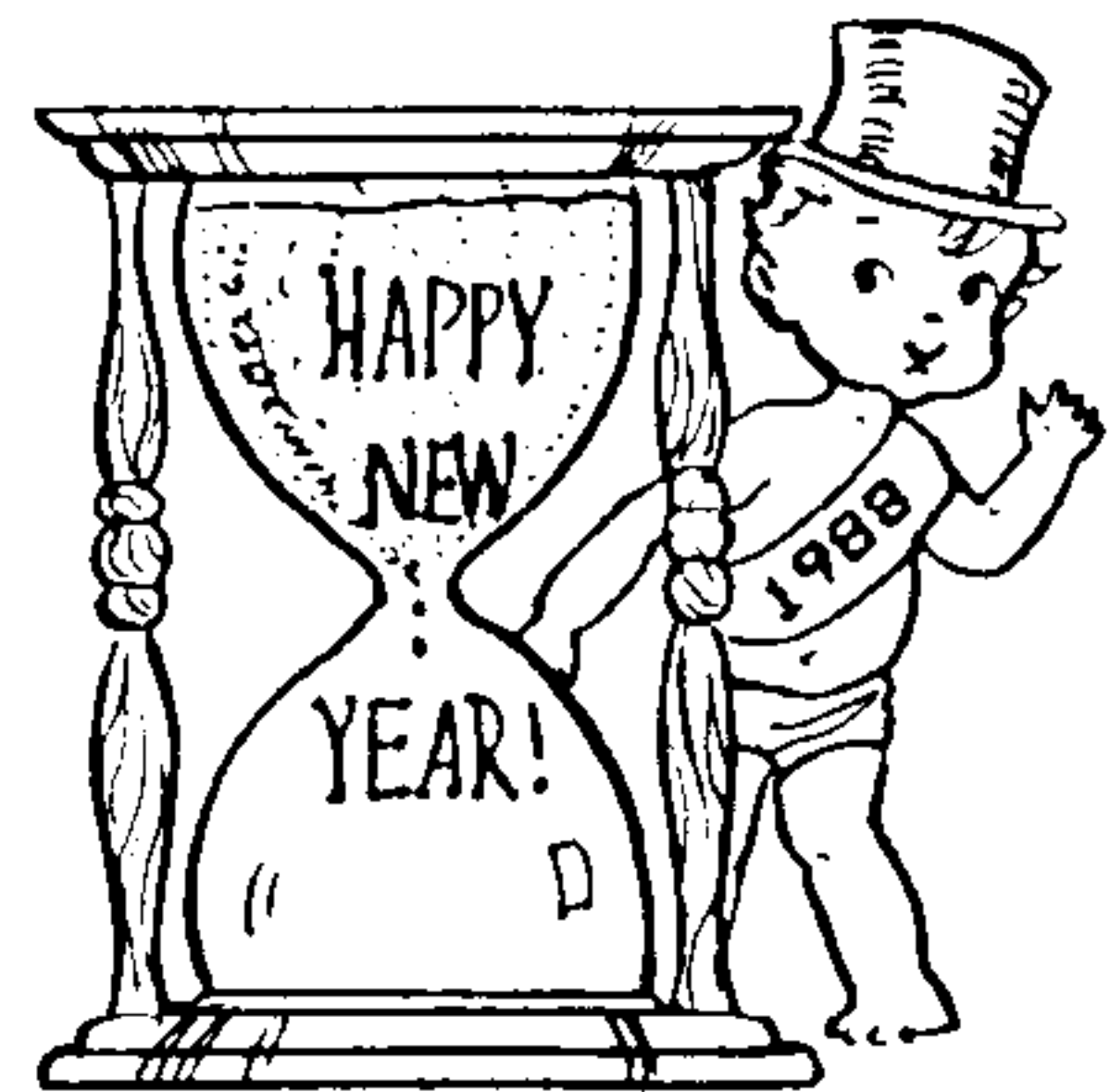
\*\*\*\*\*  
MEETING AGENDA

\*\*\*\*\*  
Saturday 9 January 1988

9 AM	Select Public Domain programs of your choice. Order from Jim Peterson. 50 cents per program	9:30 AM	Beginners session of Questions and Answers
	Raffle: Horizon Ram Disk. Tickets \$1. No limit.	10 AM	Business meeting
	Raffle: Foundation Z80 card + associated hardware. See Jean Hall. Tickets \$2.	11 AM	A previously scheduled demonstration of Nuts and Bolts by Jim Peterson
	Raffle: software, hardware, books, magazines, cartridges, etc.		Demonstrations of games by various members.

\*\*\*\*\*

~~~~~  
 ~ WELCOME ~  
 ~ NEW ~  
 ~ MEMBERS ~  
 ~~~~~  
 ~ DAVID CHICKERING ~  
 ~ HERSHEL NEFF ~  
 ~ CHARLES OSMENT ~  
 ~ ROBERT VAN GASTLE II ~  
 ~~~~~



FROM THE PRESIDENTS'  
COMPUTER DESK  
BY IRWIN HOTT



First I would just like to wish everyone a happy and healthy new year.

Next a comment or two as a follow-up to my article of last month. As I was writing the article I had not used ARCHIVER2.3. Any files compressed with it are in INT/FIX 128 format. Regular packed files are in DIS/FIX 128 format. So if a file does not unpack, be sure to check the format. Also be aware that a compressed file of say 100 sectors may decompress to more than 360 sectors. If you have a single SSSD drive you will not be able to decompress some files. At the present time anyway you cannot swap disks during the decompressing process.

This month I have a few remarks about PC Pursuit. First a little general information. You can reach 25 cities by dialing a local number. The charges for PC Pursuit are \$25 a month with a one-time \$25 hookup fee.

In my case I dial 4639340, press enter 3 times, enter 212/12,pcpxxxxx where xxxxx is my ID number, and my password. I may get a busy and I will have to try again. The 212/12 represents the area code and the BAUD rate. Once I get connected, I simply dial the local number I want. Note, you could call a friend in New York as long as his computer answered the phone. It is best to have several numbers at hand so if a BBS is busy or you do not get connected to an area code you can go to another one. I have had PC Pursuit for about a week as I am writing this and I have enjoyed it. Note that key responses from the other systems are somewhat slow. It may take a second or so to get a key press echoed back.

This can be particularly interesting if you are typing a message. I get a word or two behind the echo. Uploads and downloads are also slow. I would think twice about subscribing if you have a 300 BAUD MODEM. I had a chance to try 2400 BAUD however, and there seemed to be a significant amount of line noise.

I have really enjoyed looking at other BBS's and some of the programs I have downloaded will be showing up on the local BBS's and the DISK-OF-THE-MONTH. In general, I would recommend PC Pursuit if you really enjoy calling bulletin boards. I probably have spent 8-10 hours or so in this first week connected to it.

PC Pursuit is available 24 hours a day, but there is an additional \$10.50 per hour charge for use between 7 AM and 6 PM weekdays.

Here is a list of the cities currently available to call.

|                      |                            |
|----------------------|----------------------------|
| 404 Atlanta.....     | 415 San Francisco          |
| 312 Chicago.....     | 206 Seattle                |
| 214 Dallas.....      | 202 Washington DC          |
| 313 Detroit.....     | 801 Salt Lake City         |
| 305 Miami.....       | 408 San Jose               |
| 612 Minneapolis..... | 813 Tampa                  |
| 212 New York.....    | 919 Research Triangle Park |
| 215 Philadelphia     |                            |

For more information about PC Pursuit call 1-800-telenet.

Just a couple of other notes.

DON'T FORGET THE JANUARY DRAWING for the Horizon Ram-disk. If you cannot make it to the meeting there may still be time to send your \$1 per chance to

John Cummings

7877 Meadowhaven BLVD.

Worthington, Ohio 43085

At the last C.O.N.N.I. meeting, we discussed the possibility of setting up an evening meeting in addition to the Saturday one. We have tentatively scheduled a meeting for the 19th of January (Wednesday) at 7:30 pm. The meeting place is the Westerville McDonalds at Main and Cleveland. McDonalds has kindly agreed to make a meeting room available at no charge on a monthly basis. Thanks to Ray Meyers for making the arrangements.

Remember this is in addition to the regular Saturday meeting.

See you next year.



TIGERCUB SOFTWARE  
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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PP&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette.

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

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular 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!

TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCAB-

ULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

NUTS & BOLTS (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. Reduced to \$15.00 postpaid.

NUTS & BOLTS NO. 2, another full disk of 108 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also \$15 postpaid.

\*\*\*\*\*  
# NUTS & BOLTS #3 is now #  
# ready, another full disk #  
# of 140 new merge-format #  
# utility subprograms, all #  
# compatible with the pre- #  
# vious. With 11 pages of #  
# documentation, \$15 ppd. #  
\*\*\*\*\*

TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to \$10 ppd.

TIPS FROM THE TIGERCUB VOL. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files and programs, also just \$10

TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, \$10 postpaid.

TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also \$10 postpaid.

TIGERCUB CARE DISKS #1, #2 & #3, three full disks of text files, mostly of lessons on programming in XBasic, \$5 per disk postpaid.

This one is explained in lines 180-190. I think that it will run on any Gemini printer.

```
100 DIM B(25,12),B$(25),CH$(12),L$(12)
110 GOTO 150
120 S,K,T$,C$,V,J,A,CH$( ),X,X$,B$( ),B(X,J),T,M,C$,L$( ),C,C1$,C2$,L,M$
130 CALL CLEAR :: CALL COLOR :: CALL SCREEN :: CALL CHAR :: CALL KEY :: CALL NUMTH
140 !@P-
150 !SEGMENTED BAR GRAPH
    by Jim Peterson 10/87
160 CALL CLEAR :: FOR S=1 TO 12 :: CALL COLOR(S,2,8):: NEXT S :: CALL SCREEN(5):: DISPLAY AT(3,10):"TIGERCUB" :: DISPLAY AT(5,6):"SEGMENTED BAR GRAPH"
170 CALL CHAR(95,"3C4299A1A199423C"): DISPLAY AT(7,12): "_ 1987" :: DISPLAY AT(9,2): "For free distribution but no": "price or copying fee may be": "charged."
180 DISPLAY AT(14,2):" Will output to a Gemini": "printer a horizontal bar-": "graph of f up to 25 bars, each": "segmented into up to 12"
190 DISPLAY AT(18,1):"values , with a title for": "each and optionally with a": "table of identification of": "the segment symbols."
200 DISPLAY AT(24,8):" " :: DISPLAY AT(24,8):"PRESS ANY KEY" :: CALL KEY(O,K,S):: IF S=0 THEN 200
210 ON WARNING NEXT
220 DISPLAY AT(12,1)ERASE ALL: "GRAPH TITLE?" :: ACCEPT AT(14,1):T$ :: T$=RPT$(" ",17-LEN(T$)/2)&T$ :: C$=CHR$(27)
230 DISPLAY AT(16,1):"HOW MANY SEGMENTS PER BAR?" :: ACCEPT AT(16,27)VALIDATE(DIGIT)SIZE(2):V :: IF V=0 OR V>12 THEN 230
240 !@P+
250 DATA 239,229,168,251,173,175,184,236,169,250,160,207
260 !@P-
270 FOR J=1 TO V :: READ A : CH$(J)=CHR$(A):: NEXT J
```

```
280 DISPLAY AT(3,1)ERASE ALL : "Type END when finished"
290 X=X+1 :: IF X>25 THEN 330
300 CALL NUMTH(X,X$):: DISPLAY AT(12,1):"Title of "&X$&" bar?" :: ACCEPT AT(14,1):B$(X):: IF B$(X)="END" OR B$(X)="end" THEN 330
310 FOR J=1 TO V :: CALL NUMTH(J,X$):: DISPLAY AT(16,1):X$&" segment value?" :: ACCEPT AT(18,1)VALIDATE(NUMERIC):B(X,J):: T=T+B(X,J):: NEXT J
320 M=MAX(M,T):: T=0 :: GOTO 290
330 X=X-1 :: DISPLAY AT(20,1):"Print labels? Y/N" :: ACCEPT AT(20,19)VALIDATE("YN")SIZE(1):D$ :: IF D$="N" THEN 350
340 FOR J=1 TO V :: CALL NUMTH(J,X$):: DISPLAY AT(22,1):X$&" label?" :: ACCEPT AT(24,1):L$(J):: NEXT J
350 C=120/M :: C1$=C$&"B"&CHR$(1)&C$&"G"&C$&"E" :: C2$=C$&"B"&CHR$(3)
360 OPEN #1:"PIO",VARIABLE 255 :: PRINT #1:C$&"# " :: PRINT #1:C$&"E"&C$&"G"&C$&"M"&CHR$(6)
370 PRINT #1:CHR$(14)&T$&CHR$(20):"":RPT$(CHR$(229),70): ; :: PRINT #1:C$&"3"&CHR$(10)
380 FOR J=1 TO X :: PRINT #1:B$(J)&C2$ :: FOR L=1 TO V : M$=M$&RPT$(CH$(L),INT(B(J,L)&C+.5)):: NEXT L
390 PRINT #1:RPT$(CHR$(232),LEN(M$)):: PRINT #1:M$ :: PRINT #1:RPT$(CHR$(231),LEN(M$))
400 M$="" :: PRINT #1:C1$; :: NEXT J :: IF D$="N" THEN STOP
410 PRINT #1:" "
420 FOR J=1 TO V :: PRINT #1:C2$&RPT$(CHR$(232),10):: PRINT #1:RPT$(CH$(J),10)&C1$&"&L$(J):: PRINT #1:C2$&RPT$(CH$(J),10):: PRINT #1:RPT$(CHR$(231),10):: NEXT J
430 !@P+
440 SUB NUMTH(N,N$):: IF FLAG=1 THEN 520 :: FLAG=1 :: RESTORE 480
450 GOTO 480
```

```

460 J,ONES(),TEENS(),TENS(),
N,N$
470 !@P-
480 DATA first,second,third,
fourth,fifth,sixth,seventh,e
ighth,ninth,tenth
490 DATA eleventh,twelfth,th
irteenth,fourteenth,fifteent
h,sixteenth,seventeenth,eigh
teenth,nineteenth
500 DATA twenty,THIRTY,FORTY
,FIFTY,SIXTY,SEVENTY,EIGHTY,
NINETY
510 FOR J=1 TO 10 :: READ ON
E$(J):: NEXT J :: FOR J=1 TO
9 :: READ TEENS$(J):: NEXT J
:: FOR J=2 TO 9 :: READ TEN
$(J):: NEXT J
520 IF N<11 THEN N$=ONES(N):
: SUBEXIT
530 IF N<20 THEN N$=TEENS(N-
10):: SUBEXIT
540 IF N/10=INT(N/10) THEN N$
=SEG$(TENS$(N/10),1,LEN(TENS$(
N/10))-1)&"ieth" :: SUBEXIT
550 N$=TENS$(INT(N/10))&"-"&O
N$(N/10-INT(N/10))$10)
560 !@P+
570 SUBEND

```

And a little something educational -

```

100 DIM M$(100)
110 GOTO 150
120 S,J,M$( ),A$,Z$,K,M$( ),X,
Y,ADV$,A,B$
130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL ADVERB
:: CALL SOUND
140 !@P-
150 CALL CLEAR :: FOR S=0 TO
12 :: CALL COLOR(S,2,8):: N
EXT S :: CALL SCREEN(S):: DI
SPLAY AT(3,2):"ADJECTIVE TO
ADVERB V.1.3"
160 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(5,6):"
@ Tigercub Software"::" For
free distribution with no
charge or copying fee."
170 FOR J=1 TO 100 :: READ M
$(J):: A$=A$&CHR$(J):: NEXT
J :: Z$=A$ :: CALL KEY(3,K,S
)
180 M$(1)=" If adjective end
s in Y, change the Y to
JLY." :: M$(2)=" If adjectiv
e ends in C, add ALLY."

```

```

190 M$(3)=" If adjective end
s in LL, just add Y."
200 M$(4)=" If adjective end
s in LE, preceded by a con
sonant, drop the E and ad
d Y."
210 M$(5)=" If the word ends
in E preceded by a con
sonant, preceded by a vow
el, just add LY."
220 M$(6)=" This word is an
exception to the rule - the
adverb is WHOLLY."
230 M$(7)=" If the adjective
does not end in C,E,LL or
Y, always just add LY."
240 M$(8)=" This is an excep
tion to the rule. The prefer
red adverb form is DRYLY."
250 M$(9)=" If the adjective
ends in E preceded by a vo
wel, drop the E and add LY
."
260 M$(10)=" If the adjectiv
e ends in E preceded by a co
nsonant other than L, ad
d LY."
270 RANDOMIZE :: X=INT(RND*LE
N(Z$)+1):: Y=ASC(SEG$(Z$,X,
1)):: Z$=SEG$(Z$,1,X-1)&SEG$(
Z$,X+1,255):: IF LEN(Z$)=0
THEN Z$=A$
280 ACCEPT AT(24,1):M$(Y)
290 CALL ADVERB(M$(Y),ADV$,A
)
300 DISPLAY AT(12,1):" Type
the adverb form of -" :: DIS
PLAY AT(15,1):M$(Y):: DISPLA
Y AT(18,10):"" :: ACCEPT AT(
15,15)BEEP:Q$
310 IF Q$=ADV$ THEN DISPLAY
AT(18,10):"CORRECT!" :: GOTO
240
320 CALL SOUND(100,110,5,-4,
5):: DISPLAY AT(20,1):M$(A):
"" :: GOTO 300
330 !@P+
340 DATA DUE,COOL,SOLE,STOIC
,FRANTIC,COMIC,ABLE,FULL,POO
R,HANDY,SORE,SOCIAL,PENAL,SL
OW,HIGH,LOW
350 !@P-
360 DATA FRISKY,PLAYFUL,HEAL
THY,ROUGH,BUSY,SILLY,SICK,SM
ART,SORE,FAIR,ANGRY,BARE,TIR
ED,WISHFUL,ACTUAL
370 DATA HASTY,LONE,HECTIC,O
FFICIAL,MAGIC,MAGICAL,MATHEM
ATIC,LOGIC,TRAGIC,PATHETIC,T
RAUMATIC

```

```

380 DATA DRAMATIC,AUTOMATIC,
AROMATIC,EQUAL,SERIAL,BASIC,
USUAL,FAVORABLE,UNSTABLE,LEG
IBLE
390 DATA HECTIC,LIVE,WARY,VI
SIBLE,TERRIBLE,HORRIBLE,VIVI
D,FANCY,EASY,VILE,WICKED,BLO
DDY,SHODDY
400 DATA NOBLE,HAPPY,LEGAL,M
ERRY,JOLLY,CRAZY,CASUAL,CARE
FUL,FOOLISH,FAMOUS,GAY,GUILT
Y
410 DATA HOPEFUL,HATEFUL,TIM
ID,BRAVE,BEAUTIFUL,DRY,NICE,
LARGE,PAINFUL,SINFUL,SORROWF
UL,SIMPLE,WILLFUL
420 DATA MENTAL,MORAL,PALE,W
HOLE,HUNGRY,FINAL,FORMAL,TRU
E,AMPLE,DOUBLE
430 !@P+
440 SUB ADVERB(M$,ADV$,A)::
L=LEN(M$):: E$=SEG$(M$,L,1):
: F$=SEG$(M$,L-1,2):: G$=SEG
$(M$,L-1,1):: P$=SEG$(M$,1,L
-1):: M$=SEG$(M$,L-2,1)
450 IF ASC(SEG$(M$,1,1))<97
THEN A$="ALLY" :: I$="ILY" :
: L$="LY" :: Y$="Y" :: V$="A
EIOU" ELSE A$="ally" :: I$="
ily" :: L$="ly" :: Y$="y" ::
460 IF M$="WHOLE" THEN ADV$=
"WHOLLY" :: A=6 :: SUBEXIT
470 IF M$="DRY" THEN ADV$="D
RYLY" :: A=8 :: SUBEXIT ELSE
IF F$="LL" OR F$="ll" THEN
ADV$=M$&Y$ :: A=3 :: SUBEXIT
480 IF E$="C" OR E$="c" THEN
ADV$=M$&A$ :: A=2 :: SUBEXI
T ELSE IF E$="Y" OR E$="y" T
HEN ADV$=P$&I$ :: A=1 :: SUB
EXIT
490 IF E$<>"E" AND E$<>"e" T
HEN 530
500 IF G$="L" OR G$="l" THEN
IF POS(V$,H$,1)<>0 THEN ADV
$=M$&L$ :: A=5 :: SUBEXIT EL
SE ADV$=P$&Y$ :: A=4 :: SUBE
XIT
510 IF POS(V$,G$,1)<>0 THEN
ADV$=P$&L$ :: A=9 :: SUBEXIT
520 IF POS(V$,SEG$(M$,L-2,1
),1)=0 THEN ADV$=M$&L$ :: A=1
0 :: SUBEXIT ELSE ADV$=M$&L$
:: A=5 :: SUBEXIT
530 ADV$=M$&L$ :: A=7 :: SUB
END
100 !MOCKINGBIRD TINYGRAM by
Jim Peterson. Tap your
tune on the 1 to 0 keys

```

```

(tuned A through C)
110 !Then press any other
key to hear it repeated
120 DATA 220,247,262,294,330
,349,392,440,494,523
130 FOR J=1 TO 10 :: READ N(
J):: NEXT J :: J=0 :: DIM T(
50,2)
140 CALL KEY(5,K,S):: IF S=0
THEN 140
150 ON ERROR 190
160 CALL KEY(5,K,S):: IF K=-
1 THEN 160 :: K=K-(K=48)*10
:: T(J,1)=N(K-48):: CALL SOU
ND(-999,T(J,1),0)
170 IF K=K2 THEN T(J,2)=T(J,
2)+1 :: GOTO 160
180 K2=K :: J=J+1 :: GOTO 16
0
190 FOR X=0 TO J-1 :: CALL S
OUND((T(X,2)+1)*400,T(X,1),0
,T(X,1)*1.01,0):: NEXT X ::
J=0 :: GOTO 140

```

A little subprogram to add a bit of variety to your "PRESS ANY KEY" routine.

```

1 CALL CLEAR :: CALL PRESSKE
Y(24)
30000 SUB PRESSKEY(R)
30001 C=C+1 :: IF C=16 THEN
30002 :: DISPLAY AT(R,1):""
:: DISPLAY AT(R,C):"PRESS AN
Y KEY" :: DISPLAY AT(R,C):"p
ress any key" :: CALL KEY(0,
K,S):: IF S=0 THEN 30001 ELS
E 30003
30002 C=C-1 :: IF C=0 THEN 3
0001 :: DISPLAY AT(R,1):"" :
: DISPLAY AT(R,C):"PRESS ANY
KEY" :: DISPLAY AT(R,C):"pr
ess any key" :: CALL KEY(0,K
,S):: IF S=0 THEN 30002
30003 DISPLAY AT(R,1):"" ::
SUBEND

```

And a new way to wipe the screen -

```

1 CALL CORNERWIPE(30)
29000 SUB CORNERWIPE(CH):: F
OR T=1 TO 24 :: CALL HCHAR(T
,3,CH,T+4):: CALL HCHAR(25-T
,32-T,CH,T):: NEXT T :: CALL
CLEAR :: SUBEND

```

MEMORY FULL  
Jim Peterson





**MULTIPLAN MACHINATIONS**  
 BY BILL HARMS - ROM - AUG 86

In this article I will introduce you to a method to transfer data from a basic program to Multiplan. I use Multiplan to keep my budget and to estimated income taxes. I have a spreadsheet with 18 columns: 12 months, Yearly Total, Year-To-Date, Weekly Average, Monthly Average and two for Taxes. Those last two have formulas to get various numbers from the spreadsheet. The rows include: Pay, Interest, Expenses, Loans and Other. You can really do "what if'ing" and "why Not'ing" with Multiplan.

I use a nice fast (I mean fast) XB program I wrote to add all my transactions by category. Then I can use a SYLK creator to quickly and correctly prepare them for loading into my Multiplan spreadsheet. SYLK (or Syebolic Link) files are a little known feature of Multiplan. They can be written to disk by a basic program and read by Multiplan.

This material is based on a program I got from TI, a series of articles in the May (and later) 1985 SUPER 99 MONTHLY (now called THE SMART PROGRAMMER) and the Multiplan manual.

This bare bones program is based on the one I received from TI in 1984. The disclaimer was bigger than the program! It writes a disk file with one a one cell spreadsheet that can be read by Multiplan.

```

100 OPEN 01:"DSK1.SYLKF",DISPLAY,OUTPUT,FIXED 128
110 CALL CLEAR
120 INPUT "ROW NUMBER: ";R#
130 INPUT "COLUMN NUMBER: ";C#
140 INPUT "CELL CONTENT: ";A#
150 FOR Q=1 TO 27-LEN(A#)
160 M#="M&CHR#(Q)
170 NEXT Q
180 X#="CHR#(34)&A#&CHR#(34) !Surrounds contents with
    quotes)
190 Z#="CHR#(13)&CHR#(10) !Carriage Return and Line
    Feed
200 Y#="D;PMP&Z#&F;D606&Z#&B;Y&R&L";X&C&Z#&
    "C;K&L&Z#&M;M;A1 1&Z#&D&Z#&N#
    (This monster of a line has the symbolics needed
    for Multiplan to read the file. See page 205 of
    the Multiplan manual for explanations).
210 PRINT 01:Y#
220 CLOSE 01
230 END
  
```

If you enter and run this program, you will find a file on your disk called "SYLKF". Before you can load this

file, you must change it. It may seem a bit odd, but the file must be written as DISPLAY, FIXED 128 and then changed to INTERNAL, FIXED 128 in the file header. In other words, the file must use DISPLAY notation but must look like an INTERNAL file! There are two ways to do this. You will find an application of Barry Traver's RAM (Read And Write) in SUPER 99 MONTHLY. Or you can use ADVANCED DIAGNOSTICS to change the last four hex characters of the first line of the file header to (0202).

Once you have done this you can load your file. First, boot Multiplan. Press (T)ransfer and then (O)ptions. Next press (S)ymbolic and then (ENTER). Now press (T)ransfer again and this time (L)oad your file.

Here is the Multiplan spreadsheet:

```

|-----|
|      1      |
| 1 HARMS    |
|-----|
  
```

This is what the data looks like on disk using Millers Graphics great ADVANCED DIAGNOSTICS:

```

Drive : 2   Track : 3
Side   : 1   Sector : 34
Byte   : 0   Display: Ascii
  
```

```

I D ; P M P & F ; D 6 0 6
B & B ; Y 1 ; X 1 & C ;
K * H A R M S * & M ; M 1
; A 1 1 & E & & & & &
  
```

Most of the &&'s stand for CR/LF (2# in line 190).

There are many ways you could input data besides the simple INPUT in line 140. You could read data in from DATA statements or from a disk file. That disk file could be created by most anything: TI-Writer, RS232, another module or a Multiplan Print File.

You can create data in Basic and then "dump" it into a spreadsheet en masse' instead of just keyboarding it. You could transmit the outputted SYLK file of your Multiplan spreadsheet to others via RS232. The DIF (Data Interchange Format) used by Lotus 1-2-3 and Visicalc only accommodates the cell content, not the sheet parameters.

This is only a taste (BAD?) of what you can create to load data into Multiplan. It really opens Multiplan up to other software.



C.O.N.N.I. MINUTES  
SATURDAY, 12 DEC 1987



Between 9:30 and 10:00 AM a question and answer session was held in the auditorium for all those members that were interested. The panel was composed of Jim Peterson, Dick Beery, Karl Romstedt and Irwin Hott.

President Hott opened the meeting about 10:00 AM. New members and visitors were asked to stand and introduce themselves. Robert Van Gastle (new member), David Chickering, Hershel Neff, Charles Osment and James Hadley (visitors).

The treasurer's report was given by John Cummings and it was approved. A motion was passed to pay the \$25 fee for the use of the Martin Janis Center. John Cummings also announced the raffle for the Horizon Ram Disk. \$1 per ticket and no limit.

Dick Beery announced another raffle being held by the Bayou 99 User Group for a Foundation 280 card and associated hardware. Tickets are \$2 each with one dollar going to our club and the other dollar to the Bayou club. All user group members are eligible to purchase tickets with no limit. The raffle drawing will be held on 16 Feb 1988 at the Bayou 99 User Group meeting. Please give your money to Jean Hall.

Also announced by Dick - a raffle to be held at the January meeting on 9 Jan 1988. Please bring in your contributions for the raffle: books, cartridges, magazines, software etc. for the good of the club.

Jean Hall suggested starting a cartridge library. Members could try out a game and if it is one they like, they can make plans to purchase from a dealer. John Rupert volunteered to be the cartridge librarian.

Chuck Grimes gave a description of the files on the Disk of the Month for December.

A discussion was held about having some evening meetings for those members that work or are otherwise unable to attend Saturday meetings. A possibility is a meeting room available in Westerville. Our President, Irwin Hott, will get more details before the next meeting.

An announcement was given of two demonstrations to follow the meeting. Karl Romstedt - a demonstration on Extended Basic Graphics programmed by him and a demonstration by Dick Beery on Genealogy using the software Gene-III by Walter R. Davies of CA.

The meeting was adjourned around 11 AM.

Respectfully Submitted,  
Jean Hall  
Acting Secretary



IMPACT-99  
by  
JACK SUGHRUE

"DISAPPEARING GAMES"

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

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

While the price is still around \$45 on the average for the IBM, Apple, and Commodore versions of the same games, TI owners have an opportunity to get them for \$14.95 each. (Actually \$16.95 each as it costs an additional \$2 per game for shipping and handling, as it does for IBM (for a total of \$47). Let's say you plan to get 10 of these extraordinary (and very long) games. For the TI - \$169.50; for the others - \$469.50.

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

Are they worth \$46.95?

They sure do SELL at that price. If you've ever played one of the games (particularly with friends), you will

understand why. Some of the games take months. I have not finished the ZORK series which I started four years ago.

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

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

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

And be organized. Make

maps, take notes. Play the adventure with others.

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

Nothing equals them.

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

Even kids like them.

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

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

To send for a catalog, write to INFOCOM, P.O. Box 478, Cresskill, NJ 07626. Also ask to be put on their mailing list to receive their zany newsletters (now being sold as classics in packages for \$10. When ordering games be sure to specify TI-99/4A (as they also make some for the TI Professional) and pay \$16.95 per game (includes the shipping and handling.) Or better still to make sure there are still some

of what you want available, call your credit card order at 1-800-262-6868.

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

If you follow me.

XXXXXXXXXXXXXXXXXXXX

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

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

XXXXXXXXXXXXXXXXXXXX

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

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

2) Do you know of any good cribbage games for TI? Answer: Yes and No. Way back in the early days of 99er magazine there were a few companies that offered cribbage games for the TI. By the time I started sending for some, the companies had died. There are even some listed in the first TI software books of

third parties. I sent there, too, but never got answered. Though there are lots of cribbage buffs out there in TI land (This is the most-often requested game that no longer exists for TI), there is presently no cribbage game available anywhere. If anyone has a cribbage game please let me know where it can be had. However, Cory Cheng (of TI music fame) has written a criggage game which is superb but incredibly slow. I had a chance to beta-test it a while ago, and it was excellent. He says he's redoing it for greater speed and is working on the directions. Whenever this busy genius (artist, mathematician, violinist, student, computerist) completes the project, I will announce it in this column.

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

XXXXXXXXXXXXXXXXXXXXX  
SLEEPER OF THE YEAR AWARD

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

When we all had tape

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

There were some good ones, though, that are still good, if you can make a speeded up version: 3D TIC TAC TOE, is an example.

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

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

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

I put on my favorite: DIABLO. It is intellectual fare with an arcade

atmosphere and was given to me for my birthday about five years ago.

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

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

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

The premise is that you are in a space ship and are unable to get through the planetary system safely to save a stranded crew. The system could contain up to 9 planets of varying sizes. You may control the size, number, and location of the planets, if you like.

Become a minor God and even save the system for later use (if you're into immortality). When I first read the manual which comes with HIGH GRAVITY (which is clear and non-technical), I was impressed. Then I loaded the thing and was instantly unimpressed. I'm used to "speed of lightning" attacks. And groovy sound effects. And

flashy explosions.

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

I've been hooked since.

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

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

XXXXXXXXXXXXXXXXXXXXX

#### SHORTbytes (from Cin-Day News by Jim Peterson)

To get the computer to read the CALL KEY input as upper case letters, even if the Alpha Lock is UP, just use key unit 3: CALL KEY(3,K,ST).

To get the computer to hold 24 lines of text on the screen without jumping the first line off the top--just put a semi-colon after the 24th line.



## SHUFFLING by Jim Peterson

The September 1987 issue of the Topics newsletter of the LA 99er Computer Group has an interesting article by A.S. Whitman on the subject of random number assortment, with additional comments by Tom Freeman, and another article on the same subject by Howie Rosenberg.

The algorithm necessary to perform this operation is typical of the short routines which can be written as subprograms and saved in MERGE format, to be MERGED into any program and CALLED as needed, as I have done with my Nuts Bolts disks.

Whitman first discusses the algorithm in which each random selection is checked against all previous selections, to avoid duplication. Rosenberg refers to this as selection without replenishment. This algorithm is often found in Basic programs written in the early days, but it is extremely inefficient when selecting more than a few numbers, as this demo will show.

```
90 DIM NN(100)
100 INPUT "HOW MANY NUMBERS?"
    *N : RANDOMIZE : FOR J=1
    TO N
110 X=INT(RND*N+1) : FOR L=1
    TO J-1 : IF X=NN(L) THEN 11
    0
120 NEXT L : NN(J)=X : PRI
    NT NN(J) : NEXT J : GOTO 1
    00
```

Rosenberg discusses the problem in relation to shuffling a deck of cards. He considers the possibility of simulating an actual overhand or riffle shuffle, and concludes that such an algorithm would be difficult to write and most likely slow. Actually, by using string manipulation, the algorithm is not difficult but the results are indeed slow. This routine simulates an overhand shuffle of 5 passes, with the deck being cut before each pass, and with randomly 1 to 5 cards transferred on each move.

```
100 FOR J=1 TO 52 : M=M&C
    MR(J) : NEXT J : RANDOMIZE
110 FOR J=1 TO 5 : X=INT(10
    *RND)+20 : M=SEG$(M,X,255
    )&SEG$(M,X-1)
120 X=INT(5*RND+1) : C=SEG$
    (M,X)&C : M=SEG$(M,X+
    1,255) : IF LEN(M)>0 THEN 1
    20
130 M=C : C="" : NEXT J
140 FOR J=1 TO 52 : PRINT A
    SC(SEG$(M,J,1)) : NEXT J
```

It will be seen that the overhand shuffle is an extremely poor method of mixing cards. If the cut is

omitted, by changing line 110 to just FOR J=1 TO 5, the results are even worse. The riffle shuffle does a better job. This algorithm simulates a riffle shuffle of 5 passes, with the deck being cut into packs of 22 to 26 cards and 0 to 4 cards dropped from each half each time.

```
100 FOR J=1 TO 52 : M=M&C
    MR(J) : NEXT J
110 RANDOMIZE : FOR J=1 TO
    5 : X=INT(4*RND)+22 : A=SE
    G$(M,X) : B=SEG$(M,X+1
    ,255)
120 X=INT(5*RND) : C=C&SEG
    $(A,X) : A=SEG$(A,X+1,2
    55) : X=INT(5*RND) : C=C&S
    EG$(B,X) : B=SEG$(B,X+1
    ,255)
130 IF LEN(A)>0 OR LEN(B)>
    0 THEN 120
140 M=C : C="" : NEXT J
150 FOR J=1 TO 52 : PRINT A
    SC(SEG$(M,J,1)) : NEXT J
```

That method provides a better mix, but is still slow. Simulation of a physical operation is seldom the most efficient method of accomplishing the operation by computer.

Rosenberg then visualizes an algorithm in which a card is selected at a random location in the deck and the positions of that card and the top card of the deck are switched; the same is done with another random location and the second card, etc. through the deck. This would be a very unhandy way of physically shuffling the deck, but is a very fast and efficient computer method.

```
100 DIM M(52) : Z=52
110 FOR J=1 TO Z : M(J)=J :
    : NEXT J
120 RANDOMIZE : FOR J=1 TO
    Z : X=INT(RND*(Z+1-J)+J) :
    T=M(X) : M(X)=M(J) : M(J)=T
    : NEXT J
130 FOR J=1 TO Z : PRINT M(
    J) : NEXT J : PRINT : GOT
    O 110
```

This algorithm can also be used to directly shuffle a string array, and is much more efficient than the method proposed by Whitman.

```
100 DATA SPADES,HEARTS,DIAM
    NDS,CLUBS
110 DATA ACE,DEUCE,TREY,FOUR
    ,FIVE,SIX,SEVEN,EIGHT,NINE,T
    EN,JACK,QUEEN,KING
120 DIM CARDS(52) : Z=52
130 FOR J=1 TO 4 : READ S(
    J) : NEXT J
140 FOR J=1 TO 4 : SUITE=S(
```

```

(J) RESTORE 110 :: FOR L=1
  TO 13 :: X=X+1 :: READ CARD
S(I) :: CARDS(I)=CARD(I)&" "
F "6BITS" :: NEXT L :: NEXT
J
150 FOR J=1 TO 52 :: PRINT C
ARDS(J) :: NEXT J
160 RANDOMIZE :: FOR J=1 TO
Z :: X=INT(RND*(Z+1-J)+J) ::
T=CARDS(X) :: CARDS(X)=CARDS
(J) :: CARDS(J)=T :: NEXT J
170 FOR J=1 TO Z :: PRINT CA
RDS(J) :: NEXT J :: PRINT ::
GOTO 160

```

Tom Freeman suggests an algorithm using an ASCII string. This is the method which I have normally used.

```

100 FOR J=1 TO 52 :: A$=ASC
CHR(J) :: NEXT J
110 RANDOMIZE :: FOR J=1 TO
52 :: X=INT(RND*LEN(A$)+1) ::
Y=ASC(SEG$(A$,X,1)) :: PRINT
Y :: A$=SEG$(A$,1,X-1)&SEG$
(A$,X+1,255) :: NEXT J

```

This method has the disadvantages that it is limited to 255 records, the maximum allowable length of a string (a more complex algorithm can handle more), and it cannot shuffle strings directly. It has the advantage that values can be selected as needed - in effect, dealing from random locations in the deck rather than shuffling and then dealing from the top. In this case, no array is needed and the savings in memory are significant - 255 bytes as compared to 2040 for an array of 255 values.

In this method, a string is built consisting of the ASCII characters from 1 to the highest value needed. A random number is selected within the length of that string, and the value of the ASCII at that position is taken as the first value. The string is reassembled to consist of the ASCII up to that character, and the ASCII following that character, thus deleting the ASCII which was selected so that its value cannot be taken again. This demo will make it clear -

```

100 FOR J=65 TO 90 :: A$=ASC
CHR(J) :: NEXT J :: RANDOMIZ
E :: FOR J=1 TO 26 :: PRINT
A$
110 X=INT(RND*LEN(A$)+1) :: Y
=ASC(SEG$(A$,X,1)) :: PRINT T
AB(27);CHR(Y) :: A$=SEG$(A$,
1,X-1)&SEG$(A$,X+1,255) :: NE
XT J

```

When used as a utility library subprogram, this algorithm can be speeded up by using a "program that writes a program" to create an ASCII string of all 255 characters.

```

100 FOR J=1 TO 127 :: A$=ASC
CHR(J) :: B$=B$&CHR(J+127) ::
: NEXT J :: B$=B$&CHR(255) ::
: OPEN #1:"DSK1.STRING",VARI
ABLE #3,OUTPUT
110 PRINT #1;CHR(0)&CHR(1)
&"A"&CHR(190)&CHR(199)&CH
R(127)&A$&CHR(0) :: PRINT #
1;CHR(0)&CHR(2)&"B"&CHR(
190)&CHR(199)&CHR(128)&B$&
CHR(0)
120 PRINT #1;CHR(0)&CHR(3)
&"A"&CHR(190)&"A"&CHR(18
4)&"B"&CHR(0) :: PRINT #1;R
PT$(CHR(255),2) :: CLOSE #1

```

The resulting strange-looking unkeyable code can be MERGED into memory and the necessary length of it extracted by SEG\$, to eliminate the time spent in building the string.

There are many ways to skin the cat!

#### DEC PUZZLE ANSWER

```

      P
STABLE NOVA  GIFT
P  U  A  E      E
CROWN C WISE HEDER
U  K  E  T  Y  I
J CAMEL      A  M  S  A
ODE  R CARILLON N  H
U      H      HOLLY
R S CHRISTMAS  W  M
N H A I      O  F  N
EVENINGSTAR EVE L  B
Y P E T      E  A  O
E      M  CROOK  O
BRILLIANT  E  E  K
D      S  CHIME
WISE ECLAT  G
R      A  KINSMAN
O BURRO      B
D      O  CATTLE
PEAL      L

```

T.I. WRITER (PART 4) STAN KATZMAN



(Ed. Note: This is part 4 in this series. Thank's to Stan Katzman and the West Penn 99er's Club).

Well so far we can create a document, edit it, and save it to disk. Let us now get a document from disk into memory. This is called LoadF.

Go to the Command Mode and then press F for Files, then press LF for LoadF(ile). You will now be prompted for the file name with the header "LOAD FILE, enter filename:" at this point enter "DSK1.filename" (if you have a one disk system). (Before you do this you have to remove the program disk and put the file disk in the drive). The file will then be put in the memory (Text Buffer!) and the cursor will be at the beginning of the file. You can now look at and edit or print out this file.

Let us assume that you forgot what was on your disk. In order to find out what is on your disk you have to ShowDirectory. Let us discuss this process. Again go to the Command Mode and press F and this time SD. Another line shows up now saying "SHOW DIRECTORY, enter disk number:" at this point just enter the drive number that your files disk is in (in a one disk system press 1 <enter>) and your disk directory is displayed. At the end of this routine on the bottom of the screen it will say "Press ENTER to continue" and you will be returned to the edit mode. While the directory of the disk is being displayed on the screen there is no effect of the material written in the Text Buffer or on the disk.

If for some reason we want to get rid of a file on the disk we can "DeleteF" it. Let us go through this process. Enter Command Mode, press F (for Files) and then press DF <enter>. You will now see "DELETE FILE, enter filename:" at this point (if we only have one disk drive) type DSK1.filename <enter>. The file is now deleted, removed, gone, in never-never land. Once deleted it cannot be recovered, so be sure you want this removed before you use it.

We can also load only a part of a file, this is done the following way. At the LF command stage type the line number of the first line of part to be loaded, space, line number of the last part to be loaded, space, DSK1.filename. Example 22 55 DSK1.TEST, this will load lines 22 to 55 inclusive from the file "TEST" in drive #1. We can also merge files into memory. Here is how, load a file (or create one) then go to Command Mode, press LF <enter> and now type the following, the line number of the line in the Text Buffer AFTER which the file is to be loaded, space, and then DSK1.TEST. Example 72 DSK1.TEST, what will happen here is the file TEST will be put in memory starting at line 72 in the Buffer. This could be dicey because if the sum of the two files is greater than 23K you could "overflow" the Buffer.

GETTING THE MOST FROM YOUR CASSETTE SYSTEM  
BY MICKEY SCHMITT  
NUMBER 3  
KEEPING YOUR CASSETTE TAPES AND PROGRAMS ORGANIZED  
PART 1

How many times have you wanted to find a specific program that you had but...

1. You can't remember which cassette you put it on.
2. Or...You can remember which cassette you put it on but now you can't remember whether you put it on side A or B.
3. Or... You can remember whether you put it on side A or B but now you can't remember what the counter reading was for the beginning of the program.
4. Or...You can remember what the counter reading was for the beginning of the program but now you can't remember if the program was written in Basic or Extended Basic or...maybe it was that you needed TEII...or was it Mini-Memory?

If all this sounds familiar to you...don't panic. You are not alone! The same situations have happened to all of us who use a cassette recorder - at least at one point of time or another.

.CE 5

```
*****  
*                               THE SOLUTION - GET ORGANIZED!                               *  
*   STOP WASTING ALL OF YOUR VALUABLE COMPUTER TIME                                   *  
*                               HUNTING FOR PROGRAMS                                   *  
*****
```

Now that you see the need for some "organization" - Let me be one of the first to tell you that there are alot of different ways in which to go about organizing your programs. Keep in mind that while one method may seem to work the best for you it may not be the best method for someone else. Only you know what method will best meet your own needs!

If you are not using any system right now, I would suggest organizing your programs with the use of 3 x 5 index cards - with the following information as a guideline:

1. Cassette Title and/or Cassette number
2. Cassette side
3. Program name
4. Counter reading
5. Language used
6. Peripherals needed
7. Program description

That should be enough to get you started and keep you quite busy for awhile. I know that it all sounds like alot of work, but it will be appreciated in the long run - when you need to find a specific program and you don't have all day to hunt for it!

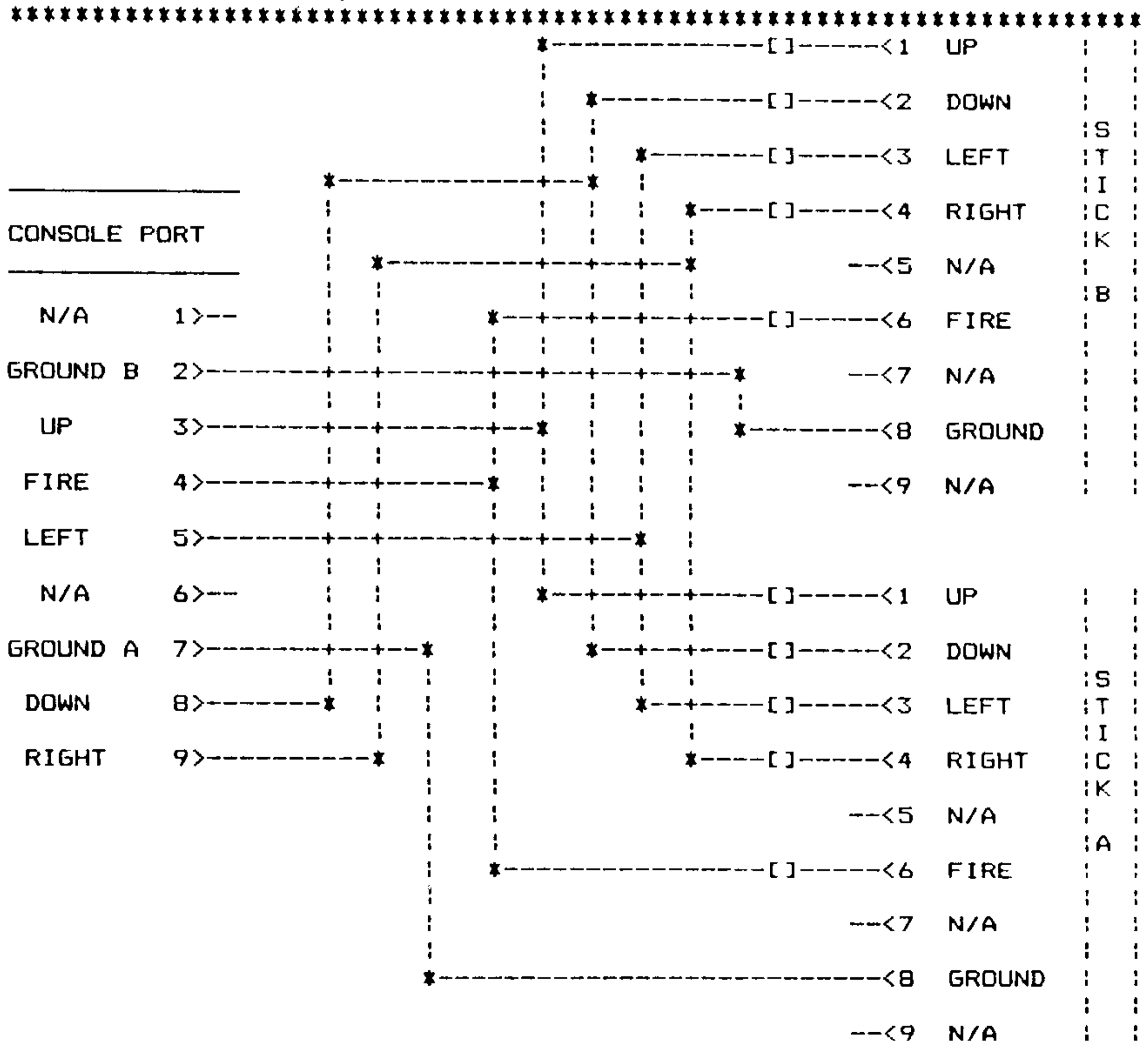
Next month I will continue with the topic of keeping your cassette tapes and programs organized using the information generated by the 3 x 5 index cards as a foundation for a program which can be saved onto cassette.

(ED. Note: This is the 3rd in a series of articles to be presented monthly in this newsletter. Thanks to West Penn 99er's Club. If you would like to read the other articles in this series (13 to date) before they are published, please check out the articles from our Newsletter Librarian Dick Heim).

BUILD YOUR OWN JOYSTICK ADAPTER

THIS IS THE SCHEMATIC TO BUILD YOUR OWN JOYSTICK ADAPTER TO USE THE ATARI/COMMODORE COMPATIBLE JOYSTICKS. THE NUMBERS GO WITH THE PINS OF THE CONSOLE PORT AND THE JOYSTICK CONNECTORS. THE [ ] SYMBOL REPRESENTS A 1N914 DIODE (OR EQUIVALENT) WHICH CAN BE FOUND AT ANY RADIO SHACK. BE SURE TO INSTALL THE DIODES WITH THE BANDED END TO THE JOYSTICK SIDE.

THE BOX MENTIONED IN THE PARTS LIST REFERS TO ONE OF THOSE LITTLE PLASIC BOXES YOU GET AT RADIO SHACK. IN THE DRAWING BELOW, AN "\*" DENOTES A CONNECTION, OTHERWISE NO WIRES SHOULD TOUCH.



\*\*\*\*\*  
PARTS LIST:





birth, marriage, and death dates. This program accepts many fields of data: birth, christening, death, marriage and burial dates and places, space for two spouses and fourteen children, together with the birth, death and marriage information for both sets, as well as the names of parents of both husband and wife. The printouts are attractively laid out and easy to follow. Brief notes, 28 in number, accompany each Family Group Sheet, and these add much flexibility.

One inclusion in the Cattin program, cited above, that I would like to see provided in future revisions of Gene-III, is the ability to sort, compare and print out persons having common birthdates and places, and deathdates/places, as this feature can greatly aid the researcher during visits to remotely-located libraries and other data repositories.

The purchaser of Gene-III is advised to read carefully and follow closely the documentation provided with the program. Once the user has complied with this advice, he/she should find the program very user-friendly.

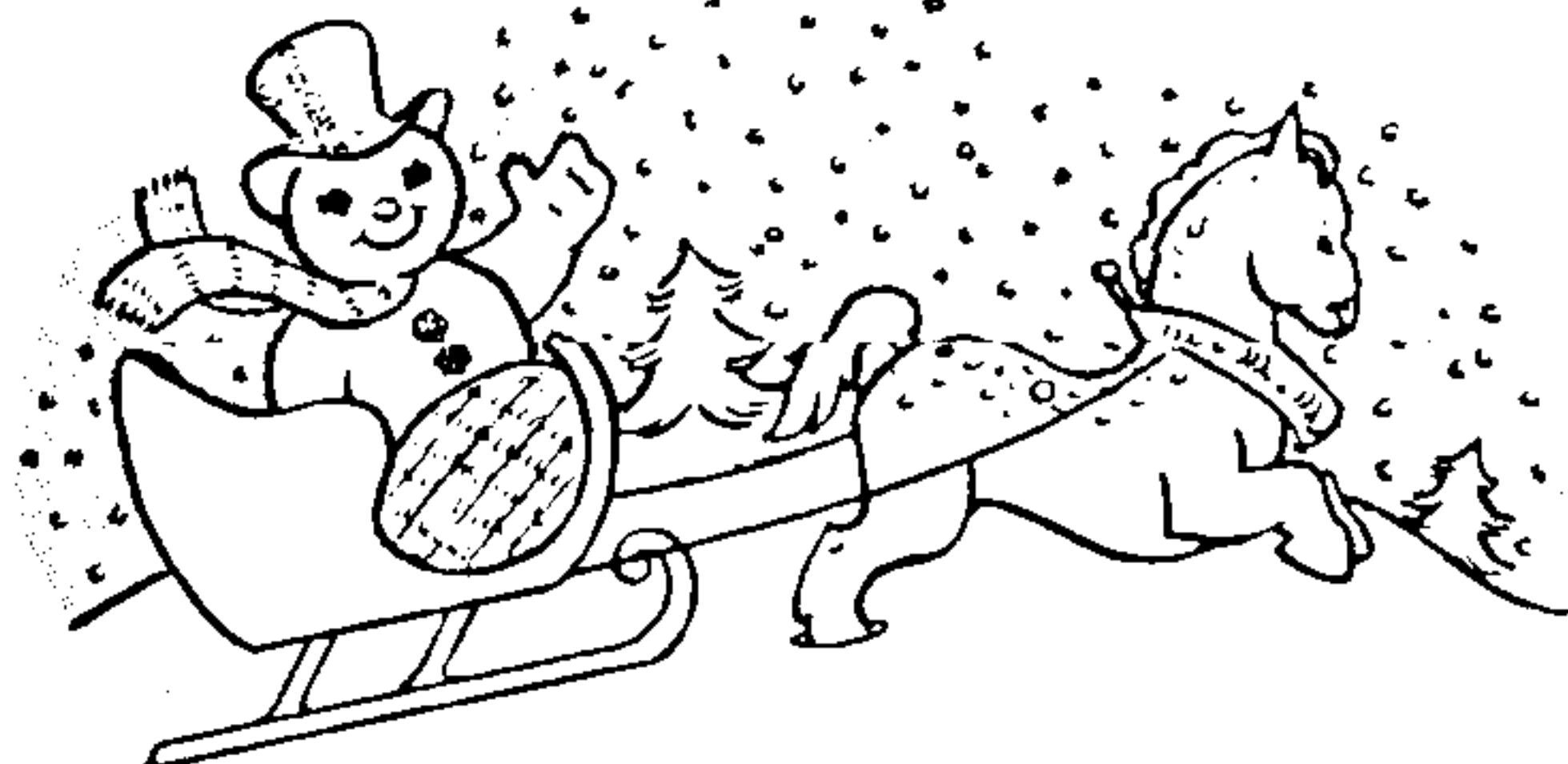
The 4-generation chart provides the customary information: "Person No. 1 on this chart is the same as Person No. \_\_\_ on Chart \_\_\_."

Both charts provide the name of the compiler and the date the information was first entered. The 4-generation chart includes the compiler's address, so that others researching the same line can make contact.

While the charts may be printed out using tractor-feed paper, the intent is for single sheets to be used. When the program has printed the Family Group Sheet, it pauses to allow the user to turn over the sheet, then a key-press puts the notes on the back of the page. While I seldom use single sheets for other applications, I find this to be a most efficient way of handling data plus notes.

I can highly recommend this program as being the best in the field at this time, at least among the programs with which I am familiar. The price of ten dollars (originally fifteen) is very modest. The program can be obtained directly from the programmer, whose products are marketed under the name of GATOR SOFTWARE. Write to:

WALTER R. DAVIES  
17718 ORCHARD LANE  
SALINAS, CA, 93907.



THE GRAMULATOR FOR THE TI-99/4A  
=====

(The following is a slightly edited news release from Mark Van Coppenole)

At last! A direct equivalent for the popular but out-of-production Gram Kracker has been designed by an engineer in Massachusetts. It's called the Gramulator.

A wire-wrapped prototype was demonstrated to the MAGNETIC User Group in Andover, MA at their September meeting and to the Boston Computer Society TI-99 User Group at their November meeting. It performed flawlessly at both meetings. The Gramulator offers virtually all of the features of the Gram Kracker, but it is targeted to cost less.

No production Gramulators have been built yet. To go from a prototype to a production model requires an investment of about \$1000. As with anything else, the more that can be made on one batch, the cheaper they will be.

You are invited to respond to this offer if you would consider purchasing this product. Technical questions are welcome. Please write to:

Mark Van Coppenole  
52 Audobon Road  
Haverhill, MA 01830  
(617) 372-0336

Features:

The Gramulator simulates 64k of GRAM and 16k of RAM (in two 8k banks at >6000 - >7FFF).

1) You can customize the built-in TI operating system in GROM 0 and TI BASIC in GROM's 1 and 2.

2) You can backup your GROM and ROM cartridges to disk to protect your investment and reduce wear on the cartridge port. All TI, Atarisoft and Parker Brothers cartridges can be backed up. (Does not work with MBX.)

3) Acts as a "Super Space" cartridge allowing you to run programs requiring RAM at >6000->7FFF (including MYARC's XBII).

4) Allows you to use a customized GROM 0, 1, or 2, while a cartridge is in the slot. One application is that you can use your own character set with a cartridge like TI-Writer.

5) Capable of loading user written GPL code.

6) A total of 80k of memory with lithium battery backup.

The software needed to load and save GRAM and GROM will be built-in for instant access. A memory editor, which will be supplied on disk, will allow you to alter and save any program loaded into the built-in GRAM or RAM. User documentation and technical information will be included.

Memory expansion and a disk drive are required to take full advantage fo the Gramulator.

Added notes by Walt Howe:

1. I saw the demonstration at the Boston meeting and was very impressed. Mark has designed the Gramulator to take advantage of inexpensive, readily available components that should help keep the price down.
2. One improvement over the Gram Kracker will be an external, easily accessed battery for quick replacement.
3. If you are at all interested in this, drop Mark a note. Without good evidence of user support, it will never be built. Make copies of this and pass it around on bulletin boards and hand it out at user group meetings. This project should really be supported!

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 A REALIST'S COMPUTER GLOSSARY

(Thanks to Tiny Tim of TIMES newsletter, Autumn 1987)

|                   |                                                            |
|-------------------|------------------------------------------------------------|
| BASIC             | Computer language used for generating error messages.      |
| Extended Basic    | Similar to BASIC but with more error messages.             |
| Assembly language | Very complicated way to crash your system.                 |
| Mini-memory       | Yes, except the price.                                     |
| Array             | A quick way to lose track of stored tabulated data.        |
| NUM               | Try a softer chair.                                        |
| I/O               | Meaningless except when preceded by EIE.                   |
| RAM               | Male sheep with a good memory.                             |
| CALL SOUND        | Laborious method of generating music with wrong notes.     |
| CALL CLEAR        | Blanks the screen ready for the next error message.        |
| NEXT              | Increments a counter. Much use in Ludo.                    |
| DEF               | Used in combination with other words by programmer's wife. |
| LET               | Reserves space inside the computer, as in "Room to LET."   |

\*\*\*\*\*



**MEETING DATES  
FOR  
1988**

09 JAN 1988  
 13 FEB 1988  
 12 MAR 1988  
 09 APR 1988  
 14 MAY 1988  
 11 JUN 1988  
 09 JUL 1988  
 13 AUG 1988  
 10 SEP 1988  
 08 OCT 1988  
 12 NOV 1988  
 10 DEC 1988



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**\*\*\* MEMBERSHIP APPLICATION \*\*\***

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 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 -----