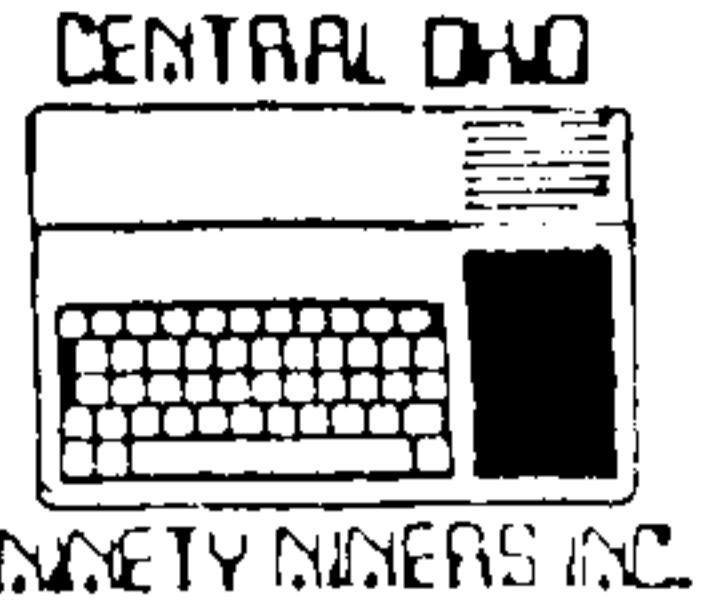


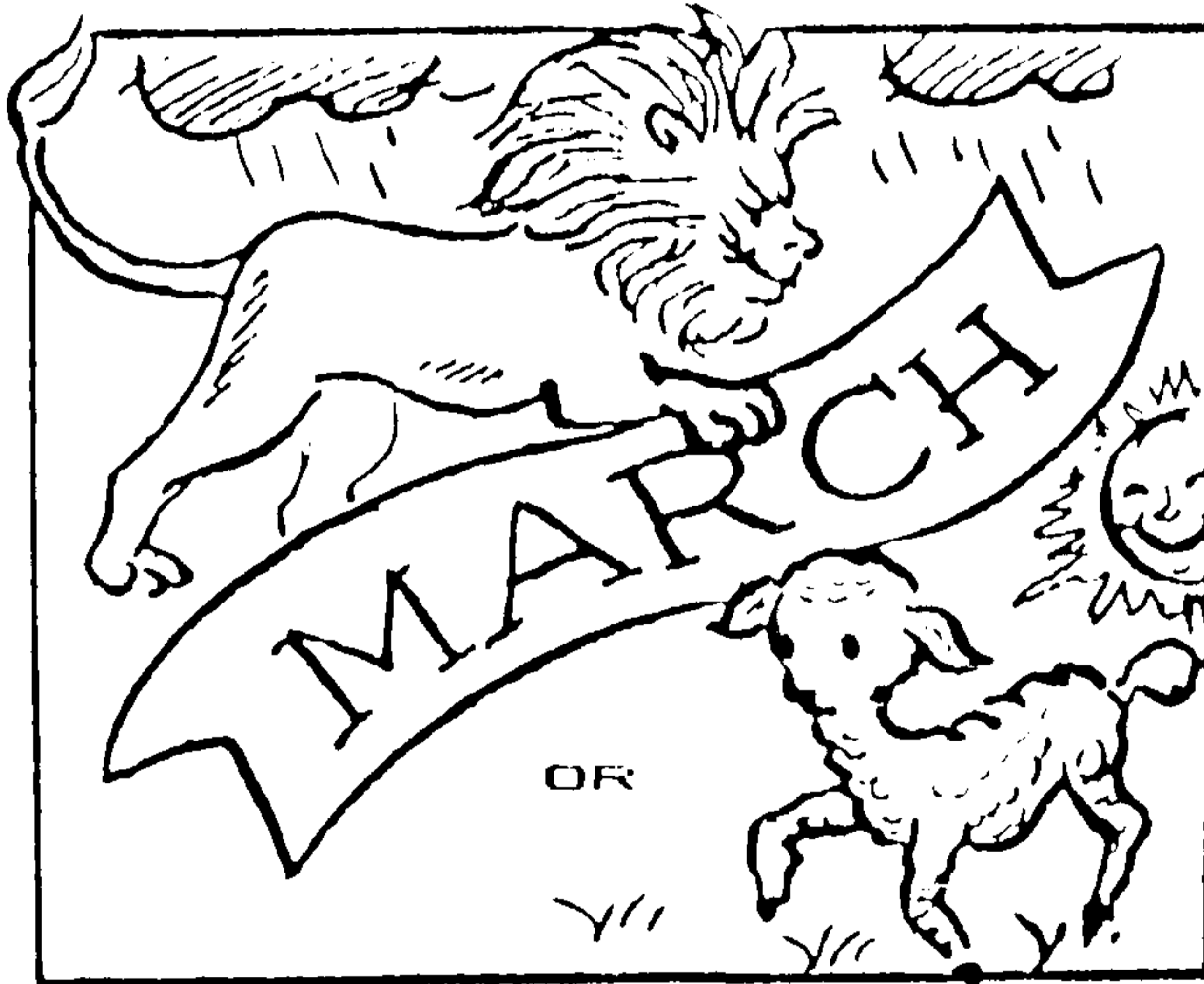
Spirit of 99



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

PUBLISHED MONTHLY IN COLUMBUS OHIO

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Spirit of 99

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 \$28.00 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 2nd Saturday of each month at the Martin Janis Senior Center - East Eleventh Ave. at the Ohio State fairgrounds. Meeting time is at 9 am. Meetings are open to the public. Membership dues (\$28.00) 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 ROAD
COLUMBUS, OH 43214

ADVERTISEMENT:

We do accept commercial advertisement at The following rates:
Business Card (2x3.5):

\$5.00/issue

1/4 Page: \$25.00

1/2 Page: \$45.00

Full Page: \$75.00

Write this newsletter for other size arrangements.

All ads should be submitted (camera ready) to advertising address above, payment enclosed. Members ads are published at no cost. (Limit of 25 words and must not be commercial please.)

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ASSIST.....	CAPOLE PARKINS
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VICE PRES.....	JIM SEITZ
SECRETARY.....	JERE SINGLETON
TREASURER.....	JOHN CUMMINGS
LIBRARIAN.....	CHUCK BRIMES

 ANNOUNCEMENTS

DUES ANNOUNCEMENTS

Dues are usually paid at or before the March meeting, and are \$28 per year for full membership, library and voting privileges, plus the newsletter. If only the newsletter is desired, then payment is \$20 per year. Those who join during other months of the year pay a lesser, pro-rated amount:

Mar - 28.00	Apr - 25.75	May - 23.50	Jun - 21.00	Jul --- 18.75
Aug - 16.50	Sep - 14.00	Oct - 11.25	Nov - 9.50	Dec --- 7.00
Jan - 4.75	Feb - 2.50			

Fill out an application blank (one on the back of this newsletter), make a check out to M.O.N.N.I. and give it 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 12 MARCH 1988

- | | | | |
|---------|--|-------|---|
| 9:00 AM | Select Public Domain programs of your choice. Order from Jim Peterson. 50 cents per program. | 10 AM | Business meeting |
| | Raffle: software, hardware, books, magazines, cartridges, etc. | 11 AM | Demos:
Fred Tietzel-
"Let's get Organized"
John Parkins-
"The VCR Connection" |
| 9:30 AM | Beginners session of Questions and Answers | | |

DON'T FORGET CONNI DUES

CONGRATULATIONS NEW OFFICERS

- PRESIDENT- DICK BEERY (614) 459-3597
 VICE PRESIDENT- JIM SEITZ (614) 875-5532
 TREASURER- JOHN CUMMINGS (614) 766-0785
 SECRETARY- JERE SINGLETON (614) 764-0642





FROM THE EX-PRESIDENTS'
COMPUTER DESK
by IRWIN HOTT

As most of you know by now, Dick Beery was elected as our next president. I have enjoyed these past two years as C.O.N.N.I. president. Thanks to all of you for your help and support. I will continue to write articles for the newsletter.

We are expecting Bud Mills to be present at the March Thursday meeting. If you have questions about Horizon Ram-Disks this will be a great opportunity to get them answered. Mr. Mills sells parts kits for all types of HRD's. He will most likely have a 1 meg version to demo.

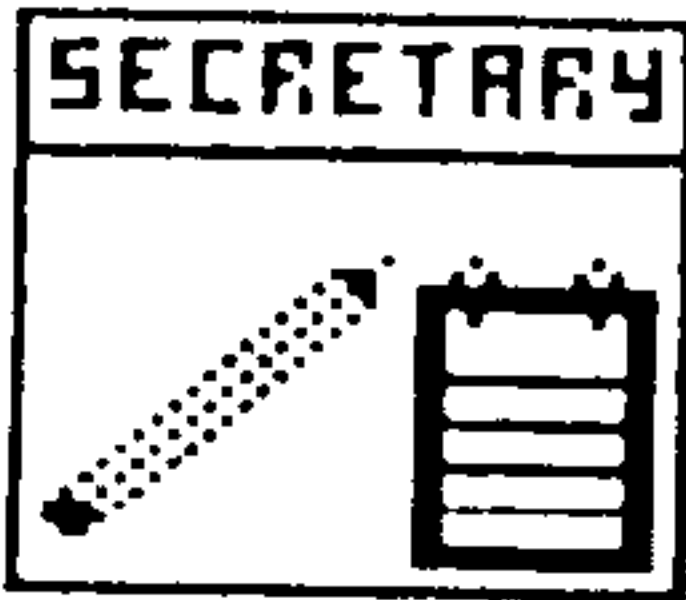
Again, the Thursday meeting is the third Thursday of each month at 7:30 P.M. at the McDonalds Restaurant at the corner of Main Street and Cleveland Ave in Westerville. For more information about the meeting, give Ray Myers a call at work at 891-6263 Tuesday through Saturday 9 A.M. to 6 P.M. You may call at home 890-5266 (evenings).

I have made a couple more changes to the BBS program. First I took an evening to write a program to delete all "KILLED" messages. This is particularly useful for new callers. I will run the program periodically. If you have not been on the BBS for sometime, you will find your last msg read reset to 1. Please be sure to delete any messages to or from you after they are no longer useful. Second, I have added a \$ command. This may be accessed from the main menu or the file transfer menu. It will log you off without the "are you sure?" and "leave a private comment to Irwin?". With some help from Dick Beery, I have updated the help files available with the ? from the main menu, file transfer and read/write msg menus. If you have any suggestions for improvement or changes to the BBS be sure to leave me a message or see me at the meeting.

If you like to call TI BBS's around the country, there is a new file on library 2 called BBS-INT. I downloaded this from the Miami Users group BBS. It is the most up-to-date BBS list I have seen. The Spirit of #99 TIBBS number is (614) 263-3412. If you have not been on for awhile, give it a try.

Finally, I would like to say thanks to Dick Heim for his work on the publications library. He took a lot of time to make sure the newsletters were put in folders and organized. Due to a combination of circumstances, Dick has been unable to make it to several meetings with the library. In talking with him, I think he was relieved that someone else had offered to take the position since he did not have the time to do it to his satisfaction. I am pleased to say that Curtis Borders has offered, and I have appointed him as publications librarian.

See you again soon with another article.



C.O.N.N.I. BUSINESS MEETING
MARTIN JANIS SENIOR CENTER
FEBRUARY 13, 1988

MEETING OPENED 10:10 A.M. MEETING ADJOURNED 10:42 A.M.

Meeting was called to order by President Irwin Hott.

Treasurer's report was read by John Cummings and was approved as read.

A motion by Dick Berry for a \$20.00 per year newsletter subscription was discussed and approved.

A motion by Chuck Grimes to continue with bulk rate mail was approved.

A motion by Jim Peterson to pay dues bi-annually was discussed and tabled until next months meeting.

Chuck Grimes gave the contents of Disk of the Month and initiated a discussion on club equipment for classes.

Curt Borders was appointed to head the newsletter publication library by President Irwin Hott.

Jim Peterson gave the nominating committee report for this years club officers. Nominations were then taken from the floor.

Demonstrations: Lee Bendik on the Myarc 9640, Chuck Grimes with a demo on this months Disk of the Month, and Curt Borders using a portable TI system on last months Disk of the Month.

Respectfully submitted
Jere Singleton
Secretary

YOU HAVE TWO CHANCES!

If you are careless, you have two chances.
One, of having an accident, and one of not.
And if you have an accident, you have two chances
One of getting injured, and one of not.
And if you get injured, you have two chances.
One of dying, and one of not
And if you die.....well, you still have two chances.
But why be careless in the first place.

EVENING MEETING MINUTES

Thursday 18 Feb 1988

The second C.O.N.N.I. evening meeting was held on Thursday, February 18 at 7:30 p.m. at McDonald's Westerville #2. Informal discussion preceded the business meeting, which began at approximately 9:10 p.m. Fourteen members were present, including President Irwin Hott, President-elect Dick Beery, and Librarian Chuck Grimes. Richard Clark, a former member, was also present.

Irwin Hott gave a recap of the Saturday February meeting, followed by a description of the Disk-of-the-Month by Chuck Grimes. Dick Beery reported on the newly-formed hardware group, and polled those present for possible enrollment in upcoming Spring C.O.N.N.I. classes. He announced the raffle and reported on current club involvement in the Lima May 21st T.I. Fair.

Two items of new business were: possible publication of a club membership list with names, phone numbers and equipment, and willingness to share expertise -- tabled until the Saturday membership could also be polled; also, a request for an MBX demo and/or S.I.G. Three people present own the MBX and it was decided that they would meet informally at someone's home to explore the capabilities of the program, with a possible demo to result at a later date.

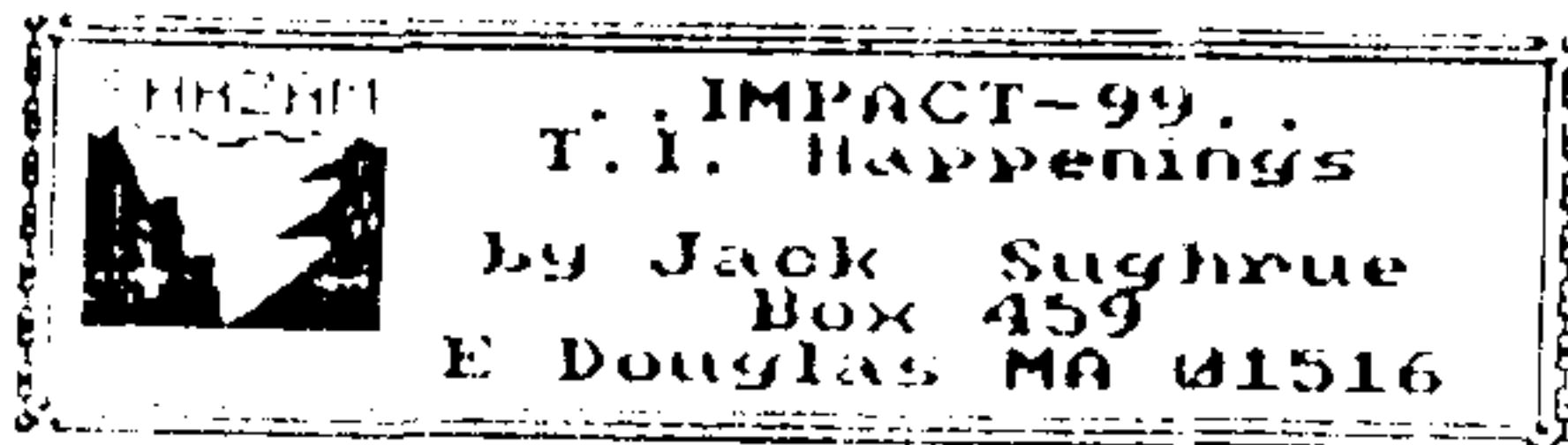
The business meeting was followed by Jim Peterson's demo of his Nuts Bolts 1,2 and 3, which also formed part of John Parkins' demo of capturing both video and audio voice-over portions which he then payed back.

Catalogs were available for the Peterson Public Domain project, and several people responded by purchasing catalogs and ordering programs.



!!!! CONGRATULATIONS IRWIN!!!!

Thanks, Irwin for the fine job you have done serving as president of the C.O.N.N.I. organization for the past two years. Your hardwork and dedication to the group is appreciated. The devotion you have to the TIBBS - SPIRIT OF 99 has shown us many changes and improvements - all to benefit the members and others that use the BBS. We know that Tonka will get you to future meetings as consistently as she has in the past. Thanks for all you do for C.O.N.N.I.



BLUE RIBBON II

Last time in our IMPACT column we presented Asgard Software with the 1988 Blue Ribbon Award for outstanding commercial support of our 99 and for the upgraded Geneve 9640 from Myarc. We wrote about some of the games (LEGENDS, HIGH GRAVITY, BALLOON WARS, etc.) that would satisfy most game enthusiasts (like myself) and promised to complete an overview of the company's excellent products produced by some of the most prominent programmers and artists in the TI community.

However, most grownups prefer the utility software to games these days. In a way, that's too bad: we don't want to take the FUN out of computing because people might mistake us for IBM owners.

There is a way out of this dilemma. Asgard. Some of the utilities are so much fun you feel you are playing games or solving puzzles instead of working at tasks.

Let's peek at a few.

TOTAL FILER, for example, is my favorite data base. It's free form and written entirely in extremely fast c99 (though it can load and run through IB, TIM, or E/A). I also like and use CREATIVE FILING SYSTEM and PR BASE, two extraordinary Fairware data bases. But I use TOTAL FILER more often for more reasons. It is quick. Nothing difficult to load and be forced to figure out peculiar keyboard patterns for a pile of menus. TF is designed for the user. It is simple, easy, quick, clean. Though it has been promoted as a way of putting all your TI Writer files into easily-accessed electronic index cards (the kind of program writers dream of and is done better by TF than by ANY data base for ANY computer, believe me), I still prefer it for those normal kinds of files one uses about the home or work. I use it for all the filing I need to do with my 5th-grade class. I use it for my collection of P.G. Modehouse books and all my audio and video tapes. I have used it for collections of these IMPACT articles, as well as for poems and essays I wrote when I needed to pull them together for books. This makes my FUNNELWEB (or whatever TIM you use) a lot more potent, too. There is no limit to the number of files serviced by TF. You don't have to worry about sorts. In seconds, TF'll find anything you've key-worded when creating your file. Let's say I created a Modehouse file and listed JEEVES AND THE TIE THAT BINDS. I keyworded the following: Jeeves, Bertie, Madeline, Dahlia, Runkle, politics. I also had a small write-up on the book with publication dates, etc. I can call it all up with the title. Or I can (if I forgot the title) remember that Madeline was in it or it was about politics or that Bertie was staying at his Aunt Dahlia's. If I type any of those words above, the DISK would be IMMEDIATELY read for all instances of, say, Dahlia. I could then key through all the Dahlia books until the right one popped up. Runkle, however, is only in this book. If I keyed that in, the stuff would be standing before me on the screen. There are so many things you can do with TF (including printing out the individual entries or a master listing) that I don't wish to take up this somewhat generic overview review with all the ways one could use it.

There are little specialty programs put out by Asgard, too: STAMP MANAGER (for stamp collectors); RECIPE WRITER (now updated for serious cooks) with volumes of recipes in the ELECTRONIC GOURMET package; PRE-SCAN IT! (to speed up and reduce IB programs even if you aren't a programmer); MUSIC SYNTHESIZER (for the novice to create music on the TI); TUNNEL OF DOOM EDITOR (which lets you create your own 3DD games, including weapons, monsters, graphics, text); SCREEN SCROLL PACKAGE (for adding all kinds of assembly ideas to IB even without knowing assembly); and so on.

Two outstandingly versatile and useful programs are the old (but updated with all kinds of new features and speed) SCHEDULE MANAGER and the new EZ-KEYS.

The former, an integrated appointment book, is filled with so many easy, instant features that you'll wonder how you ever existed without it before. This is a lot like using a typewriter and discovering wordprocessing. You can have up to a full screen of appointments or comments on each day of a 4-month calendar (which updates). The famous Asgard pull-down menus let you access any part of the program. SM also features a 30-page notebook for names, addresses, phones, and so much more.

Probably the utility blockbuster for IB programmers and novices this year will be EZ-KEYS. It's simply an astounding piece of software. When I first heard the name I thought it was another program to make command macrokeys. And that was it. Lots of hype, little value. Was I wrong? Although this program makes macrokeys of EVERYTHING, it is just one of the unusual things it does. It does, however, bring macro-ing to the State of the Art by being able to define 55 keys to contain the commands you use that kind of program for, but you, the user, can put up to 671 characters of utilities, keystroke combos, program code, WHATEVER, on every single one of these keys and - get this

- chain them together for further combinations! EZ gives you full cursor control. The secret word is FULL! You can also change screen colors while programming and more and more and more. EZ will sit behind most programs (I've found none that it doesn't, including hybrids with assembly.) so you can pull into that program any of the EZ features for direct use or permanent customizing. Imagine what this can do for your most-often used programs! Excellent documentation, the hallmark of Asgard, is hardly necessary because of the ease of use and clarity of intent. Remarkable!

Asgard has become the unquestioned leader in graphics and electronic publishing in the TI world. If you combine the Public Domain MAX-RLE and the latest Fairware FUNNELWEB with the stuff from Asgard, you can practically create a complete standard of all the TI industry's graphic design out there. Desktop publishing has come of age for us all. The big program from Asgard in this area is FONTWRITER II. With it you can do flyers and signs and reports and letterheads and anything your imagination will let you do. You can combine text with pictures (even on the same line) right out of a TI Writer file. There are almost 200 typefaces available in TI-Artist and CS60 format (some with this disk) and FONTWRITER can use them all! The image-creation flexibility is enormous. Asgard also puts out volumes of ARTIST FONTS (for TI-Artist or FONTWRITER); ARTIST INSTANCES (by subject matter - Hooray!) featuring animals, holidays, home, people, computer, etc.; ARTIST ENLARGER which lets you enlarge or reduce or stretch or squeeze in any direction any font or instance to use with FONTWRITER or TI-Artist. Asgard also has four packages of GRAPHI COMPANIONS. Hundreds of fonts, cliparts, borders, pictures, animation sequences, and so on for people with GRAPHI (or to a more limited degree MAX-RLE, but preferably both for easy conversions) to become part of this electronic publishing. GRAPHI SLIDESHOW by Paul Charlton will display a full disk of RLE or GRAPHI pictures in manual or automatic settings.

Whew!

What has happened is that Asgard produces and distributes software faster than it can be reviewed in a column like this. This is not a complaint. The programs continue to get A ratings from MICROpadding and many newsletters. It's a company worth investigating. Mr. Bobbitt promises some really exciting new software "that'll knock your socks off" coming up soon. I, for one, can't wait.

For free catalog and price list, write to Asgard Software, PO Box 10306, Rockville, MD 20850.

Tell 'em Impact sent you.
Enjoy!



DUES ARE DUE IN MARCH.

- \$28.00 FULL MEMBERSHIP
- \$20.00 NEWSLETTER FOR ONE YEAR



GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT
NUMBER 5
CASSETTE - TIPS - TRICKS - AND TIDBITS
PART I

(Ed. note: This is part 5 in this series. Thanks to Mickey Schmitt and the West Penn 99er Club).

THIS MONTH'S TOPIC MAY SOUND A LITTLE STRANGE TO YOU... BUT I HOPE THAT IT PROVES TO BE WELL WORTH READING... AS I PASS ALONG WHAT I'VE LEARNED ABOUT COMPUTERS THE HARD WAY... AND WHAT I'VE LEARNED FROM MY FELLOW T.I. FRIENDS.

LOOKING BACK ON MY VERY "FIRST COMPUTER DAYS"... IT'S HARD TO BELIEVE THAT I WAS ONCE SUCH A "ROOKIE". I KNEW ABSOLUTELY NOTHING ABOUT COMPUTERS BACK THEN (AS YOU WILL SOON FIND OUT')

I WILL ALWAYS REMEMBER THE VERY FIRST THING THAT I EVER LEARNED ABOUT THE COMPUTER... AND TO THIS DAY I AM STILL IMPRESSED WITH THE FACT! "THE COMPUTER USES THE SAME TYPE OF CASSETTE RECORDER AND CASSETTE TAPE TO STORE A "PROGRAM" ON... AS YOU WOULD USE TO RECORD YOUR FAVORITE MUSIC ON." WITH THIS THOUGHT IN MIND... I SOON LEARNED THAT IT WASN'T NECESSARY TO PURCHASE "SPECIAL DATA CASSETTE TAPES" FOR THE COMPUTER. THE "STANDARD" C-60 CASSETTES WILL WORK JUST FINE WITH YOUR COMPUTER AND THEY ARE SO MUCH MORE "ECONOMICAL"... THAN THOSE "SPECIAL COMPUTER CASSETTES!"

OVER THE YEARS I HAVE DECIDED ON USING MAXELL C-60 CASSETTE TAPES FOR MY OWN PERSONAL COMPUTER USE... BUT I WILL BE THE FIRST TO ADMIT THAT THERE ARE ALOT OF OTHER BRANDS OF CASSETTE TAPES THAT WOULD WORK WITH YOUR COMPUTER JUST AS WELL. I WOULD HOWEVER, CAUTION YOU AGAINST USING ANY TYPE OF RADIO SHACK CASSETTE TAPE (COMPUTER OR STANDARD) AND ANY TYPE OF CERTRON TAPE... AS THESE PARTICULAR BRANDS OF CASSETTE TAPES HAVE BEEN KNOWN TO GIVE PEOPLE TROUBLE IN THE PAST. BELIEVE ME, THERE IS NOTHING MORE FRUSTRATING THAN FINDING OUT THAT A "PROGRAM" WHICH YOU JUST "SAVED" ONTO ONE OF THESE TYPES OF CASSETTES... WILL NOT "LOAD" BACK PROPERLY FROM THE SAME CASSETTE AT A LATER TIME! THE REASON FOR THIS PARTICULAR PROBLEM OCCURING IS THAT THE PROGRAM IS BEING PLAYED BACK AT A SLIGHTLY DIFFERENT TAPE SPEED THAN WHICH IT WAS RECORDED AT... THUS CREATING A SLIGHT DISTORTION IN THE SOUND OF THE TAPE. AS A WORD OF WARNING: USING EITHER OF THESE TWO BRANDS OF CASSETTES MAY BE HAZARDOUS TO YOUR PRESENT STATE OF MIND!

IN KEEPING WITH MY PROMISE THAT I MADE LAST MONTH THAT YOU WOULD ENJOY A GOOD LAUGH AT MY OWN EXPENSE... JUST WAIT TILL YOU HEAR WHAT I USED TO DO! WOULD YOU BELIEVE THAT I USED TO "LOAD" PROGRAMS INTO MY COMPUTER... "RUN THEM"... AND THEN "SAVE" THEM BACK ONTO THEIR "ORIGINAL" CASSETTES... IN THE VERY SAME "LOCATION" AS THEY WERE RECORDED ON THE TAPE IN THE FIRST PLACE. (WITHOUT EVER EVEN "EDITING" ANY OF THE PROGRAMS!) DON'T ASK ME WHERE I EVER GOT THE IDEA THAT ONCE YOU "LOADED" A PROGRAM OFF OF A CASSETTE TAPE... THAT IT WAS "PHYSICALLY" REMOVED FROM THE CASSETTE TAPE... BUT THAT IS THE IMPRESSION THAT I WAS UNDER AT THE TIME BACK THEN. OF COURSE, I PLEAD THAT AT THAT TIME IN MY "COMPUTER LEARNING" I WAS NOT A MEMBER OF ANY COMPUTER CLUB... NOR DID I KNOW ANYONE WHO EVEN OWNED A COMPUTER... SO I WAS LEFT TO STRUGGLE ON MY OWN AND MAKE ALOT OF MISTAKES ALONG THE WAY IN THE PROCESS. I DID LEARN THIS THE HARD WAY... BUT I BET THAT I'LL NEVER FORGET IT EITHER: "IF YOU ARE ONLY "RUNNING" A PROGRAM AND YOU ARE NOT MAKING ANY CHANGES IN THE PROGRAM WHATSOEVER... IT IS NOT NECESSARY TO "SAVE" THE PROGRAM BACK ONTO ITS ORIGINAL CASSETTE... IN ITS ORIGINAL TAPE LOCATION... BECAUSE IT NEVER REALLY LEFT THE TAPE IN THE FIRST PLACE!" IT IS ALWAYS THERE (UNLESS YOU RECORD OVER IT!) YOU MAY LAUGH IF YOU WISH... BUT IT'S ALL A PART OF "LEARNING"... AND WE ALL HAD TO START SOMEWHERE!

Notes on using CONFIG to alter the PRINT DEVICE name for the EDITOR and FORMATTER.
(submitted by Ralph Lathouse)



1. BOOTUP FWB/4*0-1
2. Select 1 CONFIGURE to load CONFIG.
3. Press any key as requested.
4. Press 1 to CONTINUE NORMALLY
5. Boot drive tracking on? Yes <ENTER>
6. Utility drive default? DSK1.UTIL1 <ENTER>
7. Type: your Editor printer device name. <ENTER>
8. Type: your Formatter printer device name. <ENTER>
9. Workfile name default? Type UTIL1 <ENTER>
10. Instruction screen, Press any key as requested.
11. If no changes here press <ENTER> 4 times.
12. Color. If no changes here press <ENTER> 10 times.
13. Select 4 for next screen.
14. Do you wish to edit the Central Menu screen UL before saving UTIL1? No <ENTER>
15. Do you wish to edit the XB LOAD program & UList before saving UTIL1? No <ENTER>
16. Press 1 for UTIL1
17. <ENTER> for DSK1.UTIL1
18. Press 1 To save configuration.
19. Configuration now saved.
20. Press 4 for back to FWB.
21. Press 7 to RESET and press 7 again to QUIT. (See the Rainbow)
22. BOOTUP FWB/4*0-1
23. Select 1 CONFIGURE to load Config.
24. Press any key as requested.
25. Press 1 to CONTINUE NORMALLY
26. Boot drive tracking on? Yes <ENTER>
27. Utility drive default? DSK1.UTIL1 <ENTER>
28. Type: your Editor printer device name. <ENTER>
29. Type: your Formatter printer device name. <ENTER>
30. Workfile name default? Type LOAD <ENTER>
31. Instruction screen. Press any key as requested.
32. If no changes here press <ENTER> 4 times.
33. Color. If no changes here press <ENTER> 10 times.
34. Select 4 for next screen.
35. Do you wish to edit the Central Menu screen UL before saving UTIL1? No <ENTER>
36. Do you wish to edit the XB LOAD program & UList before saving UTIL1? Yes <ENTER>
37. <ENTER> for DSK1.LOAD
38. Default, press any key or press 4 to leave unaltered as required.
39. Save file to drive # ? <ENTER> for DSK1.LOAD.
40. Press 1 to save configuration.
41. Configuration now saved. (to LOAD)
42. Press 4 for back to FWB.
43. Press 7 to RESET and press 7 again to QUIT. (See the Rainbow)
44. Reboot and check EDITOR and FORMATTER for correct print device names.



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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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Over 120 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 FPM. 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

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These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLS available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 106 subprograms, 10 pp. of documentation. NUTS & BOLTS #3 has 140 subprograms and 11 pp. of documentation. NOW JUST \$15 EACH, POSTPAID.

TIPS FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS (Vol. 1) contains 50 original programs and files from Tips newsletters No. 1 through No. 14. TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24. TIPS VOL. 3 has another 62 from Nos. 25 through 32. TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW JUST \$10 EACH, POSTPAID.

NOW READY
TIPS FROM TIGERCUB VOL. 5
Another 49 programs and
files from issues No. 42
through 50. Also \$10 ppd

TIGERCUB CARE DISKS #1, #2, #3 and #4. Full disks of text files (printer required). No. 1 contains the Tips newsletters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic

programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

If you bought my C11 disk, Kid's Games, please check line 100 of the Butterfly and Flowers program and, if necessary, change it to - 1000 CALL CLEAR :: CALL SCREEN(4).

If you bought my C12 disk, More Games, and have trouble loading Lost Plane and Andromedan Invasion, please go to line 1000 of the LOAD program and change \$TC-18\$ to \$TC-18 and \$TC-23\$ to \$TC-23. Or, return the disks to me and I will fix them.

Thanks to Ollie Hebert for this fix to the Gordian Knot in Tips #36. This will keep it from running off the edge and crashing in the automatic mode.

```
270 GOSUB 480 :: R=R-24$(R<1)+24$(R>24):: C=C-28$(C<3)+28$(C>30):: CH=128-(D=1)-(D=3):: CALL GCHAR(R,C,D):: IF G<>32 THEN IF INT(2*RND+1)<>1 THEN CH=6
```

The trouble with me is that, before I finish one program I've thought of another that I want to try writing - and so I don't take time time to test completed programs as well as I should. The Decompactor in Tips #35 was one that should have been tested more thoroughly. I think this version will work. It will break an XBasic program into single-statement lines to make it easier to modify. Then, John Dow's Compactor or a similar program will put it back together.

```
100 'DECOMPACTER V.1.1 by Jim Peterson fixed 12/87  
110 DISPLAY AT(3,1)ERASE ALL
```

```
1 'TIGERCUB DECOMPACTER V.1.1  
2 " : " Program must first be  
3 - " : " RESequenced to greater  
4 in- " : " crements than the number"  
5 120 DISPLAY AT(9,1):"of statements in any one": "line." :  
6 : "SAVEd by": " SAVE DSK(file name),MERGE"  
7 130 DISPLAY AT(16,1):"INPUT FILENAME?": "DSK" :: ACCEPT AT(17,4):IF$  
8 140 DISPLAY AT(16,1)ERASE ALL: "OUTPUT FILENAME?": "DSK" :  
9 : ACCEPT AT(17,4):OF$  
10 150 OPEN #1:"DSK"&IF$,INPUT ,VARIABLE 163 :: OPEN #2:"DSK"&OF$,OUTPUT,VARIABLE 163  
11 160 LINPUT #1:M$ :: LN=ASC(SEG$(M$,1,1))$256+ASC(SEG$(M$,2,1)):: IF LN>LN2 THEN 180  
12 170 DISPLAY AT(12,1)ERASE ALL BEEP:"ERROR! RESEQUENCE PROGRAM TO": "GREATER INCREMENT S AND TRY": "AGAIN." :: CLOSE #1 :: CLOSE #2 :: STOP  
13 180 LN2=LN  
14 190 P=POS(M$,CHR$(130),3):: IF P=0 THEN PRINT #2:M$ :: 6  
15 GOTO 260  
16 200 A$=SEG$(M$,1,P-1):: R=POS(S(A$,CHR$(132),3):: S=POS(A$,CHR$(201),3)  
17 210 IF R=0 THEN PRINT #2:A$&CHR$(0):: GOTO 250  
18 220 IF S=0 AND R<>0 THEN PRINT #2:M$ :: GOTO 260  
19 230 IF S<>0 THEN IF S-R<3 THEN PRINT #2:A$&CHR$(0):: GOTO 250  
20 240 PRINT #2:M$ :: GOTO 260  
21 250 LN=LN+1 :: LN2=LN :: GOSUB 270 :: M$=LN$&SEG$(M$,P+1,255):: GOTO 190  
22 260 IF EOF(1)<>1 THEN 160 ELSE CLOSE #1 :: CLOSE #2 :: DISPLAY AT(12,1)ERASE ALL:"Enter NEW": "Then Enter": " MERGE DSK"&OF$ :: END  
23 270 LN$=CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256)):: RETURN
```

If you have my BXB routine from Tips #40 (corrected in Tips #42) or from my TIPS disk Vol. 4 or NUTS & BOLTS #3, or Genial Traveller Vol. 1 No. 6, here is a neat improvement that Barry Traver

thought of. Key this in, run it to create a merge file on a disk. Then clear memory with NEW, merge in BXB, then MERGE DSK1.LINEZERO, and now save BXB again in merge format and it will CALL itself from line zero (and do something else that I'm not going to tell you about!

```

100 OPEN #1:"DSK1.LINEZERO",
VARIABLE 163,OUTPUT
110 M$=CHR$(0)&CHR$(0)&CHR$(
157)&CHR$(200)&CHR$(3)&"BXB"
&CHR$(130)&CHR$(157)&CHR$(20
0)&CHR$(4)&"CHAR"&CHR$(183)&
CHR$(200)&CHR$(2)&"30"
120 M$=M$&CHR$(179)&CHR$(199
)&CHR$(16)&"81C37EA58199663C
"&CHR$(182)&CHR$(0):: PRINT
#1:M$ :: PRINT #1:CHR$(255)&
CHR$(255)

```

And if you have merged in BXB, the edge character (ASCII 31) can be reidentified and colored (set 0) to give the screen an ornamental border.

```

100 CALL CHAR(31,"0"):: CALL
CLEAR :: FOR J=1 TO 24 :: P
RINT :: NEXT J :: CALL CHAR(
31,"1824429999422418"):: CAL
L COLOR(0,5,16)

```

Here is an improved version of the CATWRITER program to create the Tigercub QUICKLOADER, which is intended for disks of programs which you have filled and do not plan to change. It will read the directory, display each filename, and ask you for the complete program name of each one. Then it prepares a program which displays one or more menu screens of complete program names, and auto-loads whichever one you select.

First, key in this part and save it to disk by SAVE DSK1.CAT1,MERGE. If you want, you can change the screen and character colors in line 10. Don't change the line numbers!

```

10 CALL CLEAR :: DIM M$(127)
:: CALL SCREEN(5):: FOR S=0
TO 14 :: CALL COLOR(S,16,1):
: NEXT S :: CALL PEEK(8198,A
):: IF A<170 THEN CALL INIT
11 REM (leave this in')
12 ON WARNING NEXT :: GOSUB
21
13 X=X+1 :: READ M$(X):: IF
M$(X)<"END" THEN 13
14 R=3 :: FOR J=1 TO X-1 ::
READ X$ :: DISPLAY AT(R,1):S
TR$(J):TAB(4):X$ :: R=R+1 ::
IF R<23 THEN 17
15 DISPLAY AT(24,1):"Choice?
or 0 to continue 0" :: ACCE
PT AT(24,26)VALIDATE(DIGIT)S
IZE(-3):N :: IF N>X-1 THEN 1
5
16 IF N<>0 THEN 10000 :: R=3
17 NEXT J
18 DISPLAY AT(24,1):"Choice?
" :: ACCEPT AT(24,9)VALIDATE
(DIGIT):N :: IF N=0 OR N>X-1
THEN 18
19 CALL CHARSET :: CALL CLEA
R :: CALL SCREEN(8):: CALL P
EEK(-31952,A,B):: CALL PEEK(
A#256+B-65534,A,B):: C=A#256
+B-65534 :: A$="DSK1."&M$(N)
:: CALL LOAD(C,LEN(A$))
20 FOR J=1 TO LEN(A$):: CALL
LOAD(C+J,ASC(SEG$(A$,J,1)))
:: NEXT J :: CALL LOAD(C+J,0
):: GOTO 10000
21 CALL LOAD(8196,63,248)
22 CALL LOAD(16376,67,85,82,
83,79,82,48,8)
23 CALL LOAD(12288,129,195,1
26,165,129,153,102,60)
24 CALL LOAD(12296,2,0,3,240
,2,1,48,0,2,2,0,8,4,32,32,36
,4,91)
25 CALL LINK("CURSOR"):: RET
URN
10000 RUN "DSK1.1234567890"

```

Next, key in this little routine and run it to create a file called CAT2. If you added or deleted any lines in the CAT1 file, change the J-loop accordingly.

```

100 OPEN #1:"DSK1.CAT1",VARI
ABLE 163,INPUT
110 OPEN #2:"DSK1.CAT2",VARI
ABLE 163,OUTPUT
120 FOR J=10 TO 26 :: LINPUT

```

```

#1:M$ :: PRINT #2:CHR$(0)&C
HR$(J)&CHR$(156)&CHR$(253)&C
HR$(200)&CHR$(1)&"2"&CHR$(18
1)&CHR$(199)&CHR$(LEN(M$))&M
$&CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)&CHR$(
255):: CLOSE #1 :: CLOSE #2

```

Finally, key in CATWRITER. Leave the line numbers as they are, we need that space after line 5. Then MERGE in DSK1.CAT2 to combine the two, and SAVE.

```

1 CALL CLEAR :: CALL TITLE(1
6,"CATWRITER"):: CALL CHAR(1
24,"3C4299A1A199423C"):: DIS
PLAY AT(2,10):"Version 1.3":
:TAB(8):" Tigercub Softwar
e"
2 DISPLAY AT(15,1):"For free
":distribution":but no pri
ce or":copying fee":to be
charged." :: FOR D=1 TO 500
:: NEXT D :: CALL DELSPRITE(
ALL)
3 DISPLAY AT(2,3)ERASE ALL:"
TIGERCUB CATWRITER V.1.3"::
" Will read a disk directory
,"request an actual progra
m":name for each program-ty
pe"
4 DISPLAY AT(7,1):"filename,
and create a merg-":able Q
uickloader which dis-":play
s full program names and":r
uns a selected program."
5 OPEN #2:"DSK1.CATMERGE",VA
RIABLE 163,OUTPUT
100 OPEN #1:"DSK1.",INPUT ,R
ELATIVE,INTERNAL :: INPUT #1
:N$,A,J,K :: LN=1000 :: FN=1
100
110 DISPLAY AT(12,1):"Disk n
ame?":N$ :: ACCEPT AT(14,1
)SIZE(-28):N$ :: LX$=STR$(14
-LEN(N$)/2):: LXLEN=LEN(LX$)
120 FR$=CHR$(0)&CHR$(11)&CHR
$(162)&CHR$(240)&CHR$(183)&C
HR$(200)&CHR$(1)&"1"&CHR$(17
9)&CHR$(200)&CHR$(LXLEN)&LX$
130 PR$=PR$&CHR$(182)&CHR$(1
81)&CHR$(199)&CHR$(LEN(N$))&
N$&CHR$(0):: PRINT #2:PR$
140 X=X+1 :: INPUT #1:P$,A,J
,B :: IF LEN(P$)=0 THEN 180
:: IF ABS(A)=5 OR ABS(A)=4 A
ND B=254 THEN 150 ELSE X=X-1
:: GOTO 140

```

```

150 DISPLAY AT(12,1):P$:"
PROGRAM NAME?" :: ACCEPT AT
(14,1)SIZE(25):P$
160 PRINT #2:CHR$(INT(FN/256
))&CHR$(FN-256*INT(FN/256))&
CHR$(147)&CHR$(200)&CHR$(LEN
(P$))&P$&CHR$(0):: FN=FN+1
170 M$=M$&CHR$(200)&CHR$(LEN
(P$))&P$&CHR$(179):: IF X<11
THEN 140
180 IF M$="" THEN 200
190 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&SEG$(M$,1,LEN(M$)-
1)&CHR$(0):: LN=LN+1 :: M$=""
:: X=0 :: IF LEN(P$)<>0 TH
EN 140
200 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&CHR$(200)&CHR$(3)&
"END"&CHR$(0)
210 PRINT #2:CHR$(255)&CHR$(
255):: CLOSE #1 :: CLOSE #2
220 DISPLAY AT(8,1)ERASE ALL
:"Enter -":: " NEW":: " ME
RGE DSK1.CATMERGE":: " DELE
TE "DSK1.CATMERGE":: " S
AVE DSK1.LOAD"
230 SUB TITLE(S,T$)
240 CALL SCREEN(5):: L=LENIT
$):: CALL MAGNIFY(2)
250 FOR J=1 TO L :: CALL SPR
ITE(#J,ASC(SEG$(T$,J,1)),J+1
-(J+1=5)+(J+1=5+13)+(J>14))
3,J*(170/L),10+J*(200/L))::
NEXT J
260 SUBEND

```

Mike Stanfill and Ed Machonis and others have been publishing some neat little "tinyprog" programs which can be listed on a single screen, so here is my contribution. It's not only a one-screener, it's a one-liner!

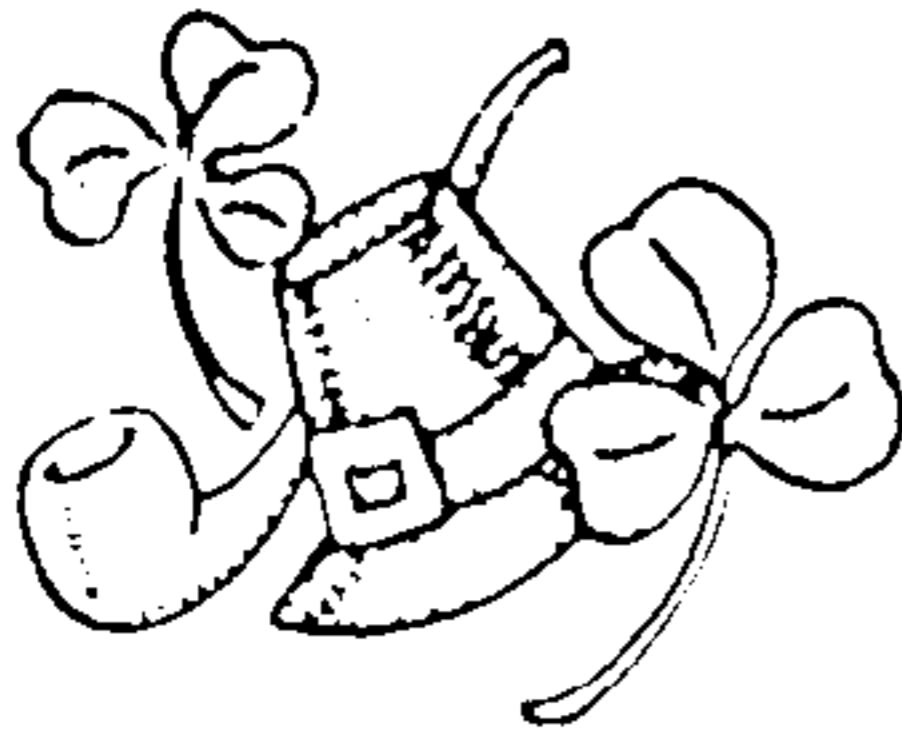
```

1 RANDMIZE :: PRINT : : :
: : : A=INT(RND*7):: B=INT(R
ND*9+1):: FOR I=1 TO 5 :: Y=
A#X^2-B#X+B :: PRINT Y:: NE
XT X :: Y=A#X^2-B#X+B :: PRI
NT : : : INPUT "GUESS NEXT
NUMBER":N :: IF N=Y THEN PRI
NT "RIGHT" :: GOTO 1 ELSE P
RINT "CORRECT IS":Y :: GOTO
1

```

MEMORY FULL! - Jim Peterson





THE VCR CONNECTION

By John L. Parkins

Have you ever considered or wished that you could hook up your TI COMPUTER to a VCR? Or have you ever thought about the consequences or effects that you might achieve by doing so? Well I had in the past but never quite knew how to do it, or what the effect might be until I tried it. And I liked it! Just think about it for a minute and let your mind wonder with me for awhile and we'll see what happens.

Let's just assume for instance that you like to play games on your computer. Or, maybe you have a favorite program that you like and run it quite often such as one of those cartridges like Personal Record Keeping, or one like Tax Investment Records, or Household Budget Management. As a matter of fact, any kind of a program or game that you can think of that will give you a display that shows up on your screen or monitor, whether or not it can be printed out on a printer will be considered here.

One might ask by now, what's the point?

My main point is this. Let's take the person that does not have a printer and only uses the console and monitor, or a TV set for the screen. Once you are done with the program and turn the console off, all is lost and gone forever. Right? OK. Now let's assume that you have, or can get your hands on a VCR, since there are more households that have VCR's for home entertainment than those that have a printer for their 99/4A computer. Anyway, even if you do not have a friend that will let you use theirs, one can be rented from any of several VIDIO TAPE RENTAL places in town very cheaply when comparing it to buying one. Just make sure it is a VCR (vidio cassette recorder) not a VTP (vidio tape player) for the VTP will not record, only play your tape. Now with a VCR set up in the record mode and hooked up to your computer, everything that is shown on the screen is then captured or recorded on the vidio tape and can be played back at any other time that may be convenient for you. In doing so, you can immediately view your files or records, or, you can find out by watching the tape how skillfull your keystrokes are in a session such as a TYPING TUTOR etc. With a program such as a typing tutor, there is no way that you can save or record each lesson as you go to enable you to study it later, or be able to analyze your particular situation. Just imagine watching your mistakes as they happen. Seeing is believing, and I'm a believer. The TOUCH TYPING TUTOR cartridge is one that will not save your lessons to either a cassette tape or to a disk drive, much less give you a print-out on paper.

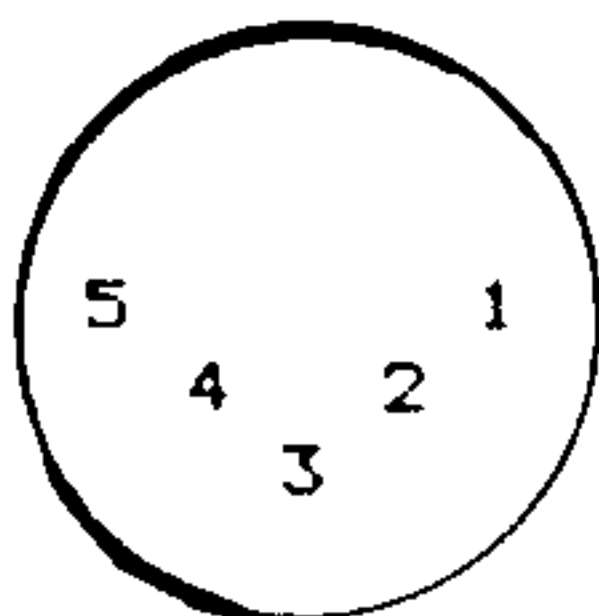
Now maybe you can envision the importance of the VCR in the scope of an analysis in any type of given situation, even those that have the TI P-BOX with all of the cards in it they can and will find a practical use for their VCR's with the TI-99/4A system. The ones that can benefit most are those of you that are operating with only the bare console and a cassette recorder. And by the way, I might add that if you hook your VCR up right, it can entirely replace the need of your old audio cassette recorder. If you save your program on the VCR tape, you will then be able to reload it into the console from the VCR at a later time also. Now you can think of all the possibilities of use it can be.

THE GOOD PART comes next!

I can hear the questions rattling in your mind! How in the world can I get mine hooked up?

If you are truly interested, then read-on! If not, you may skip the rest.

I noticed that my VCR had four RCA jacks on the panel, one for Vidio input, one for Audio input, one each for Vidio Audio output. I had already inspected & repaired my Vidio Modulator once before when it malfunctioned due to a broken wire, and was familiar to what was inside that little box that hung from the back of the TV that I was using then. I knew it had a vidio and audio and the ground connections inside. That's where I had to make the repair to the broken wire to make it work again. I'm not actually digressing here, only letting you know how I happened to stumble into this in the first place. I had some old Bmm movies of the children taken back in the 50's when they were small that I had wanted to get converted over to VHS to be able to show in my VCR, and make copies to give to the children also. A very dear friend & computer enthusiast of mine also belonging to our club, Jack Montag, a professional photographer had agreed to make the conversion for me. Another friend in the club, Frank Skinner, had purchased a computer program from J&KH SOFTWARE called Vidio Titles II which will make automated sequences of custom titles for in-store advertising or vidio recordings. Frank had used this program to make a titles display for his Computer Robotics Business with great success. I borrowed this program from Frank, and generated some fancy titles for my homemade movies which Jack had converted to VCR tape using the VHS format. My next step was to make a cable to connect it all together. In my junk box of spare parts I found just what I needed for the connection. Needed was a plug that was on a spare Vidio Modulator that was obtained from Radio Shack some time before. Now all I had to do was desolder the plug from the wires. Next, I had also found a pair of jumper wires with RCA phono plugs on both ends. One happened to be a red one and the other wire was black. I cut the plugs off of one end of each cable, and stripped the insulation back to expose the wrapped shielded wire and the inside solid wire of each cable where the old RCA phono plug was. I then twisted and soldered the shielded wires of both red & black cables together. This left the center wire of each cable to be dealt with. (This one has the small plastic covering on it). Trim only a small portion of this plastic off of each cable so that only a very short portion of wire is extending from it. The next step is to find your plug from the old Vidio Modulator. If you were to hold the plug in your hand and look into the open end, you would see 5 pins, arranged in what could be determined to look like a (happy face without eyes). The pin arrangement makes the big smile. Looking at them from the right side to the left, we will call the right-most pin #1. It is the Audio pin, where the red audio wire is to be soldered to. The very center or bottom pin is the common ground, where the twisted shielded pair is to be soldered to. The black wire is the only remaining wire and is to be soldered to pin #4, located just to the left of the center pin. This is the Vidio pin. After the solder joints have been completed, replace the plug hood and it is ready for use. Just plug this plug into your console, and place the other ends into your VCR where the black RCA phono plug goes into the Vidio-In Jack and the red RCA phono plug goes into the Audio-In Jack of the VCR. From the VCR you then connect your regular cable from VCR to the TV in normal manner. (This would depend on the type of connectors whether they be twin flat leads or cable-ready which uses the 75 Ohm resistor.)



- #1 AUDIO-OUT
- #2 NOT USED
- #3 COM-GROUND
- #4 VIDIO-OUT
- #5 NOT USED

P.S. I hope that you will enjoy this and have as much fun as I did.
John.
Thanks to both Jack and Frank

LETTER ENVELOPE DESIGN
PROGRAM by Richard Bailey

Thanks to MICROpendium
Feb 1988

This is from Richard Bailey, of Gonic, NH. I've seen an envelope addressing program that would put the addressee and return addresses on a regular envelope, but why stop there? The accompanying program will produce letter-size (3 3/4 x 6 1/2 inch) envelope blanks that you can cut, fold and paste to make your own envelopes.

You are allowed up to four lines for the addressee and your return address is automatically printed in the upper lefthand corner of the envelope. A reminder to place a 22-cent stamp in the upper righthand corner is also included. The addresses on the envelope are printed double-strike and emphasized to make a good impression. All printer codes are for Epson, but they may be modified for use with other printers.

PROGRAM NOTES

Line 170 defines the vertical fold lines, 72/216-inch line spacing, emphasize and double-strike on/off.

Line 180 is screen information plus a reminder to set top-of-form.

Lines 190-210 are used to enter and edit addressee information as needed. Previous entries are accepted by pressing Enter or erased using FCTN 3.

Line 220 is the printer name.

Lines 230-330 print the envelope blank with the addresses and stamp

reminder.

Lines 340-350 are used to print another envelope or exit the program.

If you set the top-of-form for the first envelope, subsequent envelopes will be correctly positioned. I use 20lb. white or 24 lb. colored paper for envelopes.

After printing, remove the tractor strips and make the 2 1-inch horizontal cuts on each side. Fold these side tabs in along the vertical fold lines and cut along the two diagonal flap lines and the three lines for the back. Fold the back and flap along the horizontal fold lines and use a glue stick to glue the back to the side tabs.

Customizing can be done for printer names (line 220), and return address address (lines 250-280). Remember to leave two spaces before each address entry so they will be printed in the correct position, and don't change and tab settings, etc. on the end of these lines.

```

100 ! *****
!021
110 ! * LETTER ENVELOPE *!19
7
120 ! * BY *!17
8
130 ! *RICHARD J. BAILEY*!16
2
140 ! *68A CHURCH STREET*!18
6
150 ! *GONIC, N.H. 03867*!01
3
160 ! *****
!021
170 VLINE$=" :"&RPT$(
" ",64)&"!" :: WIDE$=CHR$(27
)&"3"&CHR$(72):: DN$=CHR$(27
)&"E"&CHR$(27)&"G" :: OFF$=C
HR$(27)&"F"&CHR$(27)&"H" !00
3
180 DISPLAY AT(2,7)ERASE ALL
:"LETTER ENVELOPE":TAB(13);"

```

```

BY";TAB(6);"Richard J. Baile
y":":TAB(6);"(SET TOP OF FO
RM)" !086
190 FOR I=1 TO 4 :: DISPLAY
AT(6+I*3,2):"ADDRESS "&STR$(
I):" "&N$(I):: ACCEPT AT(7+I
*3,2)BEEP SIZE(-27):N$(I)::
NEXT I !021
200 DISPLAY AT(23,2):"ADDRES
S O.K.? Y" :: ACCEPT AT(23
,18)BEEP SIZE(-1)VALIDATE("Y
Nyn"):AN$ !067
210 IF AN$="" THEN 200 ELSE
IF AN$="N" OR AN$="n" THEN 1
90 !033
220 OPEN #1:"PIO" ! PRINTER
NAME !005
230 FOR I=1 TO 16 :: PRINT #
1:TAB(42-2*I);"/";TAB(41+2*I
);"\ " :: NEXT I !147
240 PRINT #1:"_____";RPT
$("-",64);"_____":VLINE$;O
N$ !052
250 PRINT #1:TAB(9);"! Rich
ard J. Bailey";TAB(74);"! " !
019
260 PRINT #1:TAB(9);"! 68A
Church Street";TAB(66);"22c"
;CHR$(8);"!";TAB(76);"! " !14
9
270 PRINT #1:TAB(9);"! Goni
c, N.H. 03867";TAB(65);"STAM
P";TAB(74);"! " !245
280 PRINT #1:TAB(9);"! ";TAB
(74);"!";OFF$ !234
290 FOR I=1 TO 4 :: PRINT #1
:VLINE$ :: NEXT I :: PRINT #
1:DN$ !147
300 FOR I=1 TO 4 :: PRINT #1
:TAB(9);"!";TAB(35);N$(I);TA
B(74);"! " :: NEXT I !062
310 PRINT #1:OFF$:WIDE$;VLIN
E$:VLINE$:VLINE$:"-----"
;RPT$("_",64);"-----" !052
320 FOR I=1 TO 10 :: PRINT #
1:VLINE$ :: NEXT I !054
330 PRINT #1:TAB(9);RPT$("-"
,66):: PRINT #1:"":CHR$(27);
"e":":":CLOSE #1 !160
340 DISPLAY AT(23,1):"ANOTHE
R? Y" :: ACCEPT AT(23,12)B
EEP SIZE(-1)VALIDATE("YNyn")
:AN$ !044
350 IF AN$="" THEN 340 ELSE
IF AN$="Y" OR AN$="y" THEN 1
80 ELSE CALL CLEAR :: END !0
25

```

T. I. WRITER (PART 6)

by
STAN KATZMAN

(Ed. note: This is part 6 in this series. Thanks to Stan Katzman and the West Penn 99er Club)

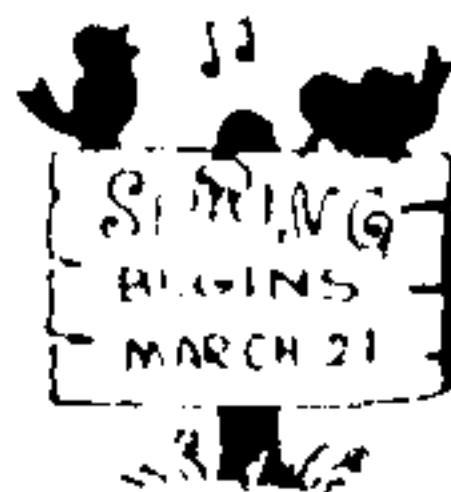
Well let's do some more things that by this time you probably already know about. Using some "special" keys.

Let's start with Fctn 1 (Delete Character). This key allows us to remove the letter that the cursor is sitting over. We have already discussed Fctn 2 (Insert Character). Fctn 3 (Delete Line), pressing this key will remove the entire line that the cursor is on. Fctn 4 (Roll Down) will show the next 24 lines of text. (Eg. if lines 1-24 are showing and pressing Fctn 4 will now show lines 25-49). Fctn 5 (Next Window) will "wrap" twenty columns at a time across the screen. Fctn 6 (Roll Up) will move the display up the screen. (Eg. if lines 25-49 are showing Fctn 6 will now show 1-24). Fctn 7 (Tab) will now "tab" the cursor across the screen that has been preset in the "Tab" function of the Command Mode. Fctn 8 (Insert Line) will insert a blank line above the line where the cursor is setting. Fctn 9 (Command/Escape) has been discussed many times before. Fctn 0 (Line Numbers) toggles between showing and not showing the line numbers on the left side of the screen.

Now let's discuss the Ctrl keys. Ctrl 1 (OOPS!), if you make a removal change like Delete Line and you want the line back, press Ctrl 1 and you get the line back. There is a catch, you cannot have pressed any other key before you pressed Ctrl 1. Ctrl 2 (Reformat) we have discussed this one previously. Ctrl 3 (Screen Color) this "toggles" you through a series of screen colors and character colors. (I personally just use the starting colors). Ctrl 4 (Next Paragraph) moves the cursor ahead to the next paragraph with each press. Ctrl 5 (Duplicate Line) will duplicate the previous line. (I hve yet to find a use for this one!) Ctrl 6 (Last Paragraph) moves th cursor back through the text one paragraph at a time. Ctrl 7 (Word Tab) moves the cursor across the line one word at a time. Ctrl 8 (New Paragraph) places a paragraph symbol and starts a new paragraph. This is useful in the middle of a document. Ctrl 9 (New Page) places a new page symbol on the screen at the place the cursor is setting. This symbol will cause the printer to advance to a new page. Ctrl 0 (Word Wrap) we have discussed this one (it toggles betwen word-wrap and fixed mode).

These special keys also have a duplicate set by using the Ctrl plus letters. There is only one key that is not duplicated with the Fctn and Ctrl plus a number, this is Ctrl Y. When you press Ctrl Y this allows one to go past the left margin (a left margin release).

More next time,



Thanks to the Houston User's Group via Colorado Front Ranger.



Data Base Managers For the TI-99/4A By Bill Goskill

Some owners/authors of the applications I have covered in this article will no doubt be angered by the apparent brutality of it. I choose to view it as honesty rather than brutality. Too many reviewers white-wash the weakness of TI software they critically review. I will not. I think sometimes that we are afraid that the software market will dry up and blow away unless we give favorable reports on the software products that do appear for our computer. I prefer to think of it in another way: if we promote junk software in a favorable light those that do publish product reviews will lose credibility, and those that buy software based upon those reviews will simply be that much more reluctant to get burned a second time.

In the process of searching for the perfect data base manager I have purchased several programs and spent over \$300. All of the programs that I own have positive points and all have negative points. What I have discovered to date is that the "perfect" data base manager does not exist, yet (not even in the business world). What I am going to share with you are my impressions of the programs I own, and in doing so, will perhaps save you a little time and money if you too are looking for that "perfect" application.

The programs I own are:

ACORN 99 from Oak Tree Systems
DBMS from Navarone Industries
DATA BASE I from SPC Software
DATA BASE99 from Quality 99 Software
DATA BASE 300 from the Int'l Users Group
DATA BASE I from Western Ware
PRBASE V1.2 and V2.0 From William Warren
TURBO DATAMAN from Easy Ware

I have used these programs enough to feel comfortable with each and could probably write several pages about each

one. Unfortunately, publication space is limited and such a voluminous article would never see print because of it.

Thus I have tried to be brief, but to the point, in my comments on each program. Also, please keep in mind that my comments are subjective, based upon how each product meets MY needs and expectations. Yours may be different.

For ease of reference I have included some of the information in a comparison table that allow analysis at a glance. In the paragraphs that follow I will try to provide a little detail to each issue and cover special features, lack of what I view as standard features and product performance of each program. I apologize in advance for the cryptic style you will read, however, I needed to be brief. The DATABASE 300 program will not be looked at since it is not available.

ACORN 99:

Among the top three DBM's available to the TI community. The only relational data base available. Also, the only one with a programming language interface for custom applications. EXTREMELY powerful and well designed. Can support three active files at one time, allows existing data file formats to be edited, copied to another file, resequenced and can reformat a file structure into another file format. Does not have the ability to show number of records in a file. Can hold more than 1500 records per file on a SS/SO disk (depending on file size). Sorts alpha characters and strings better than numbers. Indexes record location for subfile creation and main file is then concatenated to create the subfile as another database. Possesses ability to search, using "equal to, unequal, greater than, less than, ignore" logical operators. Supports relational

operators in search routines through the use of a true/false convention that allows selection of records where all parameters are met, or any parameters are met. CAN print a single record from a display screen. EXTREMELY slow in operation. Uses 40 column text mode. Allows duplicate key field data entries. Allows printer control codes to be encrypted in set up file. Provides input checking for "numeric, integer, money, string, flag and date" entries. Overall, a fabulous program, with almost limitless potential. The best documentation of the group, giving many examples along with explanations. SUPERB application.

DBMS (Navarone)

Allows 32,000 records per file, but only 350 per SS/sd diskette. Limits you to half that amount if you wish to sort the file since it creates a second sorted file that demands equal space on your data disk. Most interesting report generator I have ever seen, a cut and paste type affair that is really neat, but poorly documented. Excellent custom screen design module which includes help screens that you design. FAST, FAST, FAST. Requires unique key field entries only, which I find inconvenient. Documentation is better than originally written, but still confusing at times, and incomplete. Does on mundane things and skips over, or entirely omits, important things. Does totaling in reports., but no other computational work. Does not support single record printing, but can use the report module to scroll data on screen, write it to disk or send it to your printer. Can append new data fields to the end of an existing record, but cannot reformat the record in any other way. Can create subfiles, but you have to figure out how to do it for yourself because the documentation does not tell you how. It doesn't even mention subfiles. Allows printer control codes to be encrypted in

Report Generator file. Does not perform input checking of any type. All data is considered to be a string entry. Best suited for a hard disk environment. Not difficult to use once you have "played" with it, but can be intimidating at first.

DATA BASE 1:

Best suited for mailing lists or other LIST type data files. Cumbersome design setup requiring records to be accessed by their relative position in the file (record number). You must first list the records by a specified field if you don't know the record number. Time consuming. Provides three pre-set mailing label report formats and one custom format for your own design. Will NOT do reports that have heading information. Includes several nice utilities, such as a formletter generator, disk file data base which creates a DB1 data base file out of the information on your library of disks. Does not provide for input checking, nor length of field entries. Only looks at the length of overall record. Does searches by "equal to" operator only, only one data field at a time. Requires that you first create an index file and then search. To search by another field you must create another index file. Searches by a maximum of 5 characters in any field. Sorts are limited to 1000 records, no matter how many exist in the file, but both alpha and numeric sorts are offered. Subfiles can be created to a printer in the main program or to disk by using the Utilities options. Selection is by "equal to" or "between two values", which can be either alpha or numeric type.

DATA BASE 99:

More emphasis put on copu protection than on program performance. Allows custom screen design and claims 28 fields of up to 28 characters each. Would be a neat trick to do since four of the 245 rows on screen are used by program prompts. Last assembly language interface for report generation. Can not generate reports with headings and does not permit printer control codes to be inserted in report data. Does not save a format after design, so you will

have to re-create it each time you want a report. Data is printer in continuous format without regard to page breads or anything else. Design of layout is cumbersome, requiring you to conceptualize how many colons and/or semi-colons are needed to push the data across the page. Number of colons/semi-colons is limited to 127 characters allowed in a LINPUT command. A terrible system. Disk catalog accessed from main menu will crash program if you enter an alpha character instead of a number when it prompts for the disk drive number to be cataloged. Color is lost after a crash since it was CALLED from the LOAD program. Does not permit single record screen print (unless you buy the DB 99 utilities), must use EDIT option to search for a record or search sequentially. Can not go directly to a record by its relative position in the file. Will create subfiles to disk, allowing the search by "less than, equal to or greater than" operators. Search is limited to one field for all practical purposes. Sorts can be performed in ascending order, by any one field. Sort is an actual re-write of the file. All data is considered string information. No number crunching (again, unless you buy the DB 99 Utilities), no input checking. Documentation consists of two 8 1/2 x 11" sheets of paper printed on both sides. Program is slow, inflexible, inconvenient in many ways and cumbersome to use. It might have been an advanced application two years ago. Today it is a dinosaur, even with the DB 99 Utilities. MUCH TOO EXPENSIVE.

DATA BASE X:

Very modular, meaning that each function (adding, editing, printing, deleting etc.) is a separate program that must be loaded each time you want to use that function. Does statistical analysis of data. Record counter is inaccurate, code of program is jumbled and entirely unstructured. Does not sort data, even though documentation uses the term "sort". What it means is "select". When DATA BASE X "sorts" by a particular parameter it is really selecting records for dumping to a printer that meet that parameter. Does allow selection between ranges. Can not

create subfiles, does not index existing records. Access of a record is done sequentially, unless you know the record number. No way to tel the record number, you must guess. Supports 1 or 2 disk drives. Excruciatingly slow. Requires that you name the data disk DBXDATA, for no good reason that I can see, otherwise program errors out. Does not save report definition, but does allow it to be printed in normal or compressed mode. Definition process is fairly simple, but time consuming. Documentation is the "shabbiest" I have ever seen. It is photocopied and put into booklet form with the pages not even cut straight, so that some information is missing off of some pages. Overall, this program is JUNK! As with the IUG's DATA BASE 300/500, it never really belonged on the market in the stat that it is in. Unfortunately, I didn't know that and paid out over \$30 to find out.

PRBASE:

Totally assembly language coded. THE BEST all-round application in my opinion. FAST, flexible, does virtually anything a user would want in the way of data handling, except number crunching. It will not do anything in that area. Treats all data sas part of a big string just as DBMS and DATA BASE 99 do. As long as you own the PRB Utilities written by John Johnson You can create subfiles, otherwise you can't. Has on-line help for commands, creates an index by any input field you choose and then accesses any record in about 1 second. Also has a FIND feature to liik at data sequentially in any single field and a GLOBAL option that searches for a single data entry anywhere in the record. Saves up to five report formats, V2.0 allows you to format data disk. Custom screen layout with terrific graphics options for borders/windows etc. is available. A TREMENDOUS PROGRAM, well thought out, well designed, artistically executed. FAIRWARE!!!! PRB Utilities are free for the asking as long as you provide the disk and mailer. Report design is cumbersome and confusing. Prints single record from screen display in either 40 or 80 column mode. Program is very sensitiver about I/O device names. My

copies (V1.2 and V2.0) both require P10. to work rather than just P10 or P10/1, etc. With number crunching abilities this program would be a perfect "flat-file data manager" for most TI users. As it is, the value and performance for a FAIRWARE application, or a commercial application too for that matter, is unsurpassed. If you don't have PR BASE then you are missing out on one of the premier productivity tools available to the TI Community.

TURBO DATAMAN:

This is the second most powerful and useful data manager, taking a backseat only to PR BASE. It runs slightly ahead of ACORN because it performs number crunching and is faster in operation. Like ACORN, TURBO DATAMAN allows you to create a dictionary of data items (fields) and then lets you choose from that library of fields to put a record together. Up to 30 fields are allowed per record. Twenty pre-defined records (file formats) can exist on one disk. Allows custom screen layout design, complete with graphics for

vorders/windows etc. Does input checking, allows secondary screen access, like ACORN's Detail Records. Allows formulas to be created and saved that perform the four basic math functions. Report definitions can be saved. Allows wildcard type operators in searches, will print single record from screen display. Provides "less than, greater than, equal to, not equal to, greater than or equal to, less than or equal to" operators in screen display and report generation modules. Permits sub-totals in reports that can be formatted like TI Extended BASIC does with IMAGE statement. Subfiles can be created through the report generator by sending the output selected to a disk file rather than a printer. The results must be converted back to INTERNAL, FIXED from DISPLAY FIXED before you can use it in the program however. TURBO DATAMAN does not provide you with that utility. The documentation instructs you to "write a program" to do it. Names used for different modules in the program are confusing. Ex: ETC, SKETCH, SKETCHR, FETCH. Should change

names to more accurately reflect function of module. Documentation acceptable, but lacks adequate coverage in some areas. Utilities are provided to perform some mundane operations, such as counting the amount of records in a database. Reformatting or restructuring of an existing file is not permitted, unless the input field is appended to the end of a record format. This program needs some "fine tuning" in some areas, but is still an exciting productivity tool with immense possibilities. Its speed of operation is not fast, but acceptable. It is faster than ACORN. One can set up the SKETCH program to auto-load if desired, but the whole application should be centered around a menu in my opinion. As it is now, you must RUN each module from the READY prompt when you need to use it, because every module exists with an END statement. If you don't own this program, you should. Whenever you want to manage a mailing list or do accounting, TURBO DATAMAN is for you.

Feature table:

	DATA BASE NAME						
FEATURE	ACORN99	DBMS	DB1	DB99	DBX	PRBASE	TURBO DM
RECORDS/FILE	LIMITED BY DISK	32,000	LIMITED BY DISK	350-1400	LIMITED BY DISK	350/710	LIMITED BY DISK
FIELDS/REC.	54	25	10	28	10	32	30
MAX. RECORD LENGTH	255	255	245	246	246	246	255
MAX. FIELD LENGTH	40	40	28	28	28	246	28
MEMORY REQ'D	32K	32K	32K	32K	16K	32K	32K
LANGUAGE	IB/ASSM	ASSM	IB/ASSM	IB/ASSM	IB/ASSM	ASSM	IB/ASSM
CUSTOM DESIGN SCREEN LAYOUT	NO	YES	NO	YES	NO	YES	YES
SCREEN GRAPHICS CAPABILITY	NO	NO	NO	NO	NO	YES	YES
ALTERED CHAR SET USED	NO	YES	YES	NO	NO	YES	NO
CUSTOM REPORT DEFINITION	YES	YES	YES	YES	YES	YES	YES
SAVES REPORT DEFINITION	NO	YES	YES	NO	NO	YES	YES

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