

Texas Instrument 99/4A and Myarc 9640 Computers

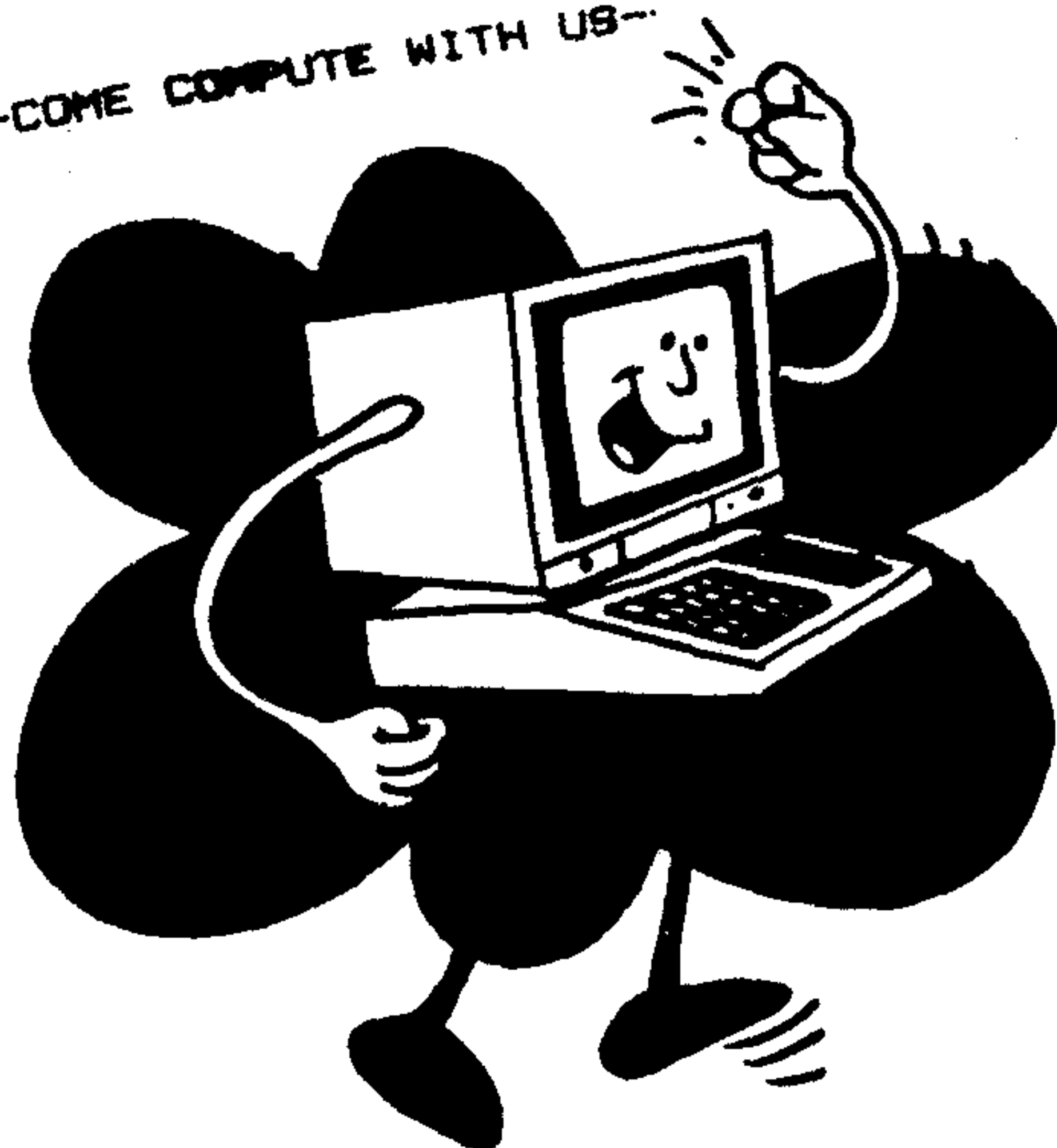
Spirit of 99



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

PUBLISHED MONTHLY IN COLUMBUS OHIO

-COME COMPUTE WITH US-



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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 3rd Saturday of each month at Chemical Abstracts, 2540 Olentangy River Road Columbus, OH. Meeting time is 8:30 AM til 2:30PM. 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

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!!! NEW MEMBERS !!!

MICHAEL BALLMANN
GARY HORTON
MICHAEL LEHNER

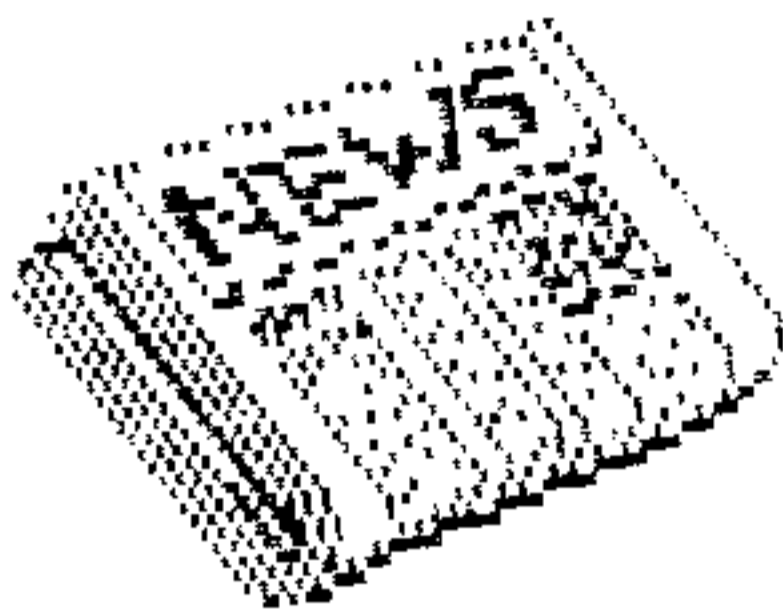
DUES ANNOUNCEMENT

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. You may also pay your dues in two installments if desired: \$14 in March and \$14 in September. 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:

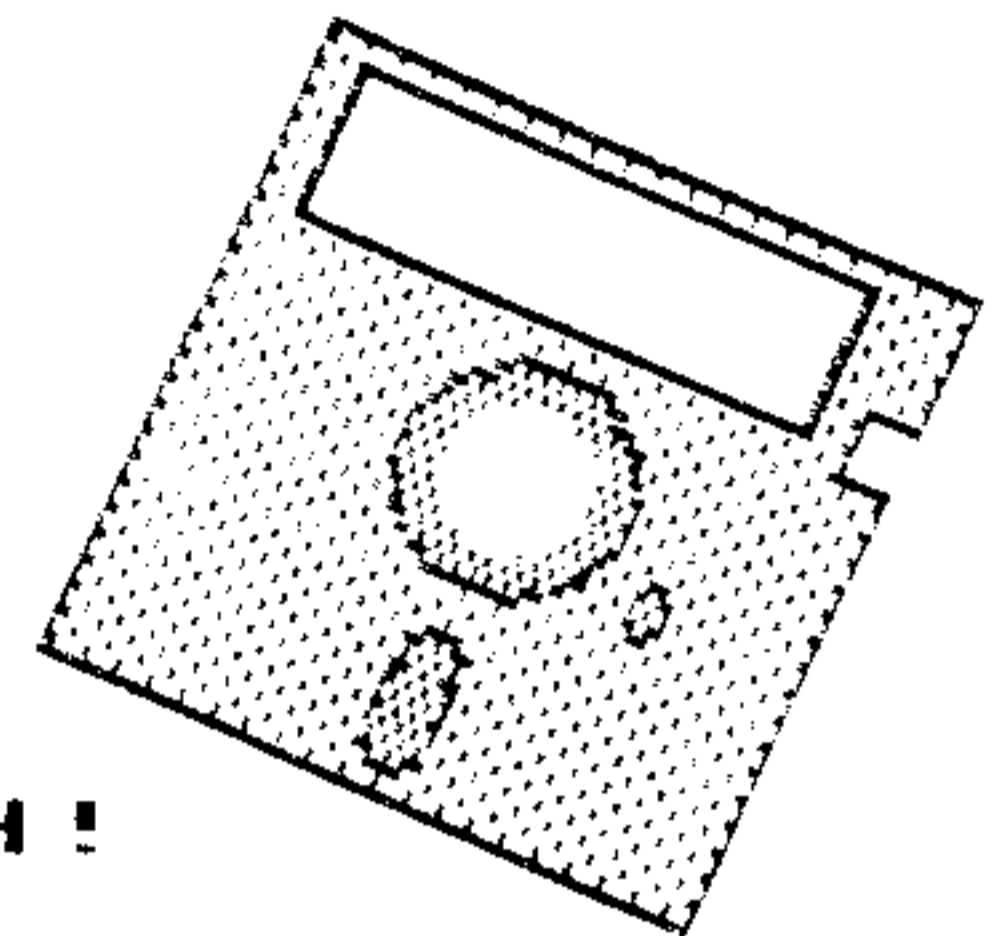
MAR---	28.00	APR---	25.75	MAY---	23.50	JUN---	21.00	JUL---	18.75
AUG---	16.50	SEP---	14.00	OCT---	11.25	NOV---	9.50	DEC---	7.00
JAN---	4.75	FEB---	2.50						



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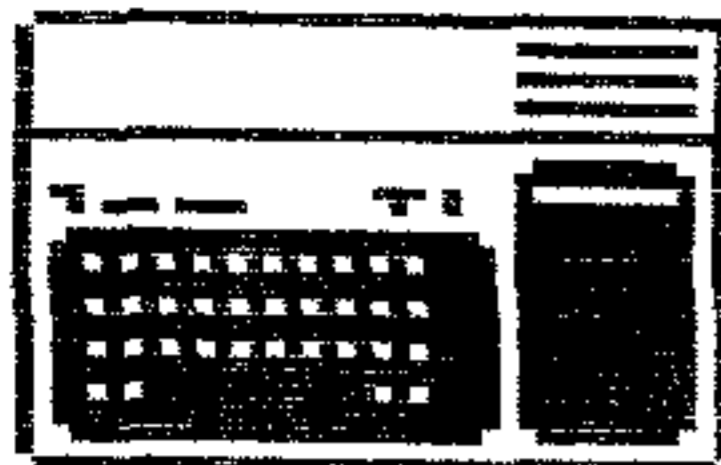
Now you can have the best of both worlds--
Keep up to date on the latest news from
the TI-99/4A world with a subscription to
the Spirit of 99 Newsletter AND get an
up-to-date collection of new public domain
and shareware programs with the Disk of
the Month--both brought to you by the
Central Ohio Ninety-Niners, Inc.

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Newsletter only	----\$15/yr. (Continental U.S.)
	\$25/yr. (Outside Continental U.S.)
Newsletter PLUS	----\$30/yr. (Continental U.S. EXCEPT
DISK of the MONTH	Delaware, Fairfiled, Franklin, Licking, Madison, Pickaway and Union Counties, Ohio)
	\$40/yr. (Outside Continental U.S.)
CONNI Club membership	\$28/yr (see above information)

CONTACT

Everett Wade, Treasurer
Central Ohio Ninety-Niners, Inc
179 Erie Rd, Columbus, OH 43214
(614) 262-6346



S U C C E S S

TO OUR NEW OFFICERS
AND BOARD MEMBERS

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U PRES BILL SHEPPARD

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JEAN HALL

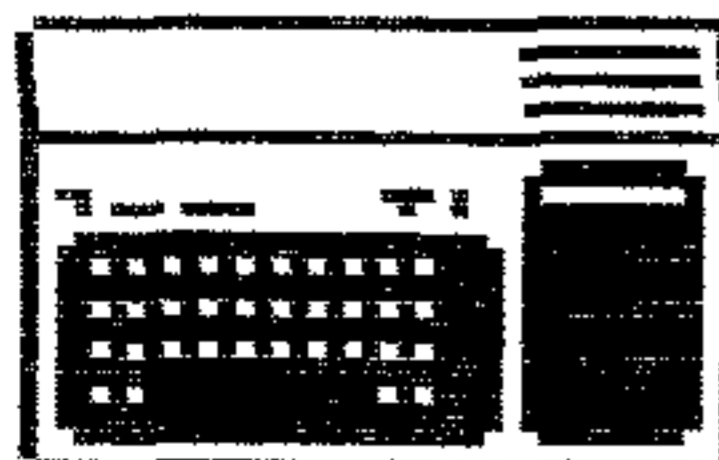
IRWIN HOTT

DICK BEERY

CO EDITORS

BOB DEUILBISS

JEAN HALL



WHAT'S HOTT
by IRWIN HOTT

This month we'll have an update on the Clearinghouse BBS, and look at some of the new files currently available.

At the Wednesday February 27th C.O.N.N.I. meeting, we had a report from Everett Wade, our treasurer, on the amount of money received to that date for the Clearinghouse. Everett had been on vacation through last week; thus the delay in this report. We have reached our goal of \$750.00 to allow us to purchase the hardware we need to upgrade the existing Spirit of 99 TIBBS. We need a 2400 BAUD MoDem, a hard/floppy controller, a 20-meg hard-drive, a power supply/housing for the hard-drive, and a few other things. We are still not sure whether we will get the Myarc or ESD hard/floppy controller.

We're hoping to get the Clearinghouse up and running in time for the May 18 1991 Lima TI-multi user conference. We will have a report on the Clearinghouse at Lima.

I will be sending letters to those user groups which have made contributions to the Clearinghouse, just to let them know the status of the project. On behalf of C.O.N.N.I., I would like to publicly express my appreciation for all of the support we have received.

Just to review briefly, the Clearinghouse will make available original material for user group newsletter editors etc. Other files such as utilities, games etc. will be available to everyone. The Clearinghouse section will only be available to those who have made a \$30 contribution for the first year. We expect that contributions for

succeeding years will be less. We will keep you up-to-date in this column.

If you have questions, you may write or call: Irwin Hott 1540

IRWIN HOTT
1540 NORTHRIDGE ROAD
COLUMBUS OH 43224
(614)263-5319-Voice
(614)263-3412-Spirit of 99 TIBBS

I would prefer correspondence on disk if possible as it is sometimes difficult to get printed material read in a timely manner.

If you wish to support the Clearinghouse send your contribution made out to C.O.N.N.I. to:

EVERETT WADE
179 ERIE ROAD
COLUMBUS OH 43214

Now let's take a look at some of the files currently available on library 5.

MDOS_1-15 291 sectors INT/FIX
128 From Irwin Hott on 02/28/91
NOTE FROM IRWIN: GENie file
Number: 4243 Name: MDOS_1.15
Address: GENIAL.AL Date: 910227
Here's the just-released version (MDOS) 1.15 of MODS from Paul Charlton (completed February 8, 1991 and beta-tested till now). Unpacks to 358 sectors. Enjoy! Archived, 291 sectors.

MDOS_98H 388 sectors INT/FIX
128 From Irwin Hott on 02/28/91
NOTE FROM IRWIN: GENie file
Number: 4242 Name: MDOS_98H
Address: GENIAL.AL Date: 910227
Here's the just-released version (MEOS) (completed February 8, 1991 and beta-tested till now). Caution: this archive will not

WHAT'S HOT

(continued)

fit on a SS/SD disk! Unpacks to 481 sectors. Enjoy! Archived, 388 sectors.

CLEAN-LOG 17 sectors INT/FIX
128 From Irwin Hott on 02/28/91
NOTE FROM IRWIN: GENie file
Number: 4238 Name:
CLEAN/LOG.GENIALWARE Address:
GENIAL.AL Date: 910225 Here's
more GENIALWARE! This program is
free to current subscribers to
GENie or the Genial TRAVELER,
fairware to others. Ever log a
telecommunications session to disk
and then find that when you tried
to load the file into the
TI-Writer editor, your system
locked up? The problem was
probably "garbage" characters in
the file (the TI-W ed. especially
dislikes any character with ASCII
number greater than 127 at the
beginning of a line!). The
problem may be solved by
CLEAN/LOG, a simple but useful
program that removes "bad
characters" (i.e., those with
ASCII value greater than 127 or
less than 32) from a DV80 file,
replacing them with a space
character. Enjoy! Archived, 17
sectors.

SPLIT-JOIN 65 sectors INT/FIX
128 From Irwin Hott on 02/28/91
NOTE FROM IRWIN: GENie file
Number: 4237 Name:
SPLITJOIN.TOM_FREEMAN Address:
GENIAL.AL Date: 910224 Here's
SPLITJOIN (Vers. 1.0), a useful
new utility by Tom Freeman that he
gave me while I was at Fest-West
'91. Its purpose (as the name
suggests) is to split or join
DV80 files in a convenient way.
(For example, you may have logged
a super-long text file that is too
large to load into the TI-Writer
editor; SPLITJOIN makes it easy to
split that long file up into
shorter ones that are easy to work
with.) Tom accomplishes his task

in a clever way: he doesn't touch
most of the sectors in the
file(s), but rather performs his
feat of magic by working with the
file header(s) (and end-of-file
markers) alone. An improved
version of SPLITJOIN is scheduled
to appear in the Genial TRAVELER,
but in the meantime enjoy this
one! Archived, 65 sectors.

NEWHD-TXT 29 sectors DIS/VAR 80
From KENNETH MARSHALL on 02/19/91
Information on new HD, can be read
on-line (80 columns) or
downloaded... --KEN --

4A_NEWS 8 sectors DIS/VAR 80
From Irwin Hott on 02/10/91 NOTE
FROM IRWIN: GENie file Number:
4204 Name: 4A_NEWS.ANNOUNCEMENT
Address: GENIAL.AL Date: 910209
Beery Miller, publisher of
9640NEWS, is hoping to put out a
similar disk publication for the
TI-99/4A entitled "4A NEWS." Read
all about it in this file! 8
sectors.

LIMA_INFO 23 sectors DIS/VAR 80
From Irwin Hott on 02/02/91 NOTE
FROM IRWIN: GENie file Number:
4179 Name: LIMA_MUG_CONF.'91_INFO
Address: GENIAL.AL Date: 910201
The Lima Faire (a.k.a. the Lima TI
Multi User Group - or "MUG" -
Conference) is one of the best TI
Faires around. This year this
"totally free all TI/Geneve event"
will be held on Friday, May 17,
and Saturday, May 18. This file
has in it travel, motel, and
tourist information as well as
(for those who want to know)
information on how to go about
reserving a table, arranging a
formal presentation, or obtaining
additional information. Enjoy! 23
sectors.

APPRECIATE YOUR PROGRAMMERS!

by Jim Peterson

I quote from a letter recently received from Alexander Hulpke, the German student who wrote the TI-99/4A assembly version of Tetris which most of you have played -

"Many thanks for your letter and the offering to distribute Tetris. I encourage everyone to do so, if they do so at reasonable rates, as you do. It is a bit strange to see TexComp sell disks with my Tetris for \$5 plus \$3 shipping, which is more than I ask for the program."

"I don't think of the fairware as a way to earn money, the asked donation is merely for postage, sending updated versions, etc. It would be also great, if everyone who uses my programs would write to me, just to see the work is appreciated - but I think I don't have to tell you anything about this."

"Nevertheless, the response for Tetris was quite good, especially when thinking about the problems sending (money) to Europe. Most people sent personal checks (which my bank will charge approximately \$2.50 each when cashing several at once) as I found they did not trust the postal service to send cash, which is a bit easier."

Read that again - the part about "it would be great...if everyone...would write". I have had correspondence with many TI programmers. Some of them actually expected to make money by releasing programs as fairware - and they have almost invariably been disappointed. But, most of them want more than anything to know that someone is actually using the program which they worked so many hours to create!

Many of the programs being written nowadays for the TI-99/4A are extremely sophisticated. Those who have the skill and genius to write them could certainly better themselves if they abandoned us to write for computers which are still on the market and have an expanding user base (of users who are more accustomed to paying a decent price for software!).

So, you had better start appreciating what you are getting. If you find a program useful or enjoyable, whether it is fairware or public domain, if it has a programmer's name and address on it, spend five minutes of your time and a 25-cent stamp to tell him so! And if it is fairware, and you can possibly get a few grimy bills unstuck from your fingers, send them along.

If you want to send a donation to any author outside of the country, remember that bank charges, etc. on a check will take most of what you send. The American dollar bill, as worthless as it has become in this country, is still easily spendable or convertible almost anywhere in the world.

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THANKS TO OUR
DISK OF THE MONTH

AND

NEWSLETTER SUBSCRIBERS

During this past year the following new members from all over the U.S.A., have made our membership grow. We have enjoyed getting to know them via our telephones and our postmen. We have endeavored to provide them with a newsletter, a disk of the month, answers to questions and solutions to problems they may have had. May they continue to be a part of the CONNI User Group in the years to come. Thanks!!!!

FRANK AYLSTOCK
THOMAS BAECHER
EUGENE BARRETT
GENE BOHOT
J.J. BOWE
WILLIAM R. BURNETTE
JACK CUNNINGHAM
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DELBERT H. SPROWLS
PATRICK SULLIVAN
JAMES J. SWEENEY
WALTER WARD

QUERIES

HAVE A QUESTION???

LOOK FOR AN ANSWER HERE!!!!

1. On my backup computer, the letter L will not operate. I use TI-Writer everyday and I need this letter as I cannot even load a file.

Jean Hall-CONNI UG

2.

1. Two C.O.N.N.I. members suggested replacing the keyboard.

by Jim Peterson

The hard part of learning to program is not in learning what the various commands do - it is learning how to put them together to do what you want them to do! Key in this little program and run it to see what it does, then study the explanation of how it does it.

```

1 !STRAIGHT-LINE CALCULATOR
  TINYGRAM by Jim Peterson
  Accepts input such as
  6+6-11*2+3/4
2 T,F=0 :: C$="+-*/" :: ACCE
PT AT(12,1)ERASE ALL VALIDAT
E(NUMERIC,C#):F# :: L=LEN(F#
):: FOR J=1 TO L :: X#=SEG$(
F#,J,1):: P=POS(C#,X#,1):: I
F P=0 THEN 5
3 IF F=0 THEN T=VAL(SEG$(F#,
1,J-1)):: F=1 :: A=J+1 :: P2
=P :: GOTO 5
4 V=VAL(SEG$(F#,A,J-A)):: A=
J+1 :: GOSUB 7 :: P2=P
5 NEXT J :: V=VAL(SEG$(F#,A,
255)):: GOSUB 7 :: DISPLAY A
T(12,L+1):"=";STR$(T)
6 DISPLAY AT(24,1):"PRESS AN
Y KEY" :: CALL KEY(0,K,S)::
IF S=0 THEN 6 ELSE 2
7 IF P2=1 THEN T=T+V ELSE IF
P2=2 THEN T=T-V ELSE IF P=3
THEN T=T*V ELSE T=T/V
8 RETURN
    
```

The calculations are done from left to right, not in the mathematical hierarchy of multiplication and division first.

The variables T and F are reset to 0 because program execution returns here. A string of math symbols is placed in C#. The calculation is accepted into F#, using ERASE ALL to clear the screen; the VALIDATE will accept only numeric characters (numerals and decimal point) and the symbols assigned to C#. L measures the length of the string. The J loop examines the characters in the string, from the first to the last, extracting one character at a time into X#. POS checks whether that character is the 1st, 2nd, 3rd or 4th character of the C# "+-*/" and places that value in P, or a 0 if it does not match any of them. In this case, X# was a numeric character so execution jumps to NEXT J to continue the loop.

Otherwise, the first math symbol in the string has been found. F (a flag variable) still equals 0 so VAL converts the part of F# from the first character up to the math symbol into its numeric form, in T. The flag F is set to 1 so that line 3 will be skipped over from now on. The position of the first character after the math symbol (the beginning of the next number) is saved in A and

the value of P (the position of the math symbol in C#) is saved in P2. The loop continues, finding the digits of the next number, until another math symbol is found. F does not equal 0 so execution jumps to line 4. The segment of F# starting from the position saved in A, to J-A (the character preceding the current math symbol) is converted to numeric by VAL and placed in V. The position to start looking for the next number is again saved in A. The GOSUB jumps to line 7. Depending on the position in C# ("+-*/"), saved in P2, of the previously found math symbol, the value of this second number, saved in V, is added to, subtracted from, multiplied by or divided into the previous number saved in T, and the new value is saved in T. Execution then RETURNS to the last statement in line 4, to save the value of P (the location in C# of the current, not yet used, math symbol) in P2, and the loop continues.

When the loop is completed, in line 5, the value of the final numeric characters is determined, the GOSUB again uses the value saved in P2 to determine the final calculation, and the result is printed out. Since the original input was in row 12, column 1, and the length of the input was saved in L, L+1 places the "=" directly after it, and converting the value T into a string by using STR# causes it to print directly thereafter without an intervening space.

If S (status) in the CALL KEY is 0, it means that no key was pressed, so the line is repeated; otherwise, execution goes back for another input.

ADDING CARRIAGE RETURNS - MY EXPERIENCE
by Jean Hall

In order to understand why I needed carriage returns, bear with me as I explain my problem. I had heard, (Or thought that I heard) that the U.S. postal service was going to require +4 zip codes for bulk mailing in 1991. So I called the post office and discovered the following information:

1) Bulk mailing does NOT and is not planning to require +4 zip codes anytime in the near future.

2) If you are a non-profit organization and meet certain bulk mailing requirements you may qualify for a special rate if you use +4 zip codes.

3) In order for the post office staff to use their program that adds the +4 zip codes to your mail list, you must provide your list on an IBM compatible disk in fixed format with carriage returns.

Since I do mailing labels for a couple of non-profit groups, I decided to transfer my mail list files - created with Data Base 1 - to meet these requirements.

a) I entered the format section of Data Base 1 and changed my printer device from PIO to DSK2. Then when I printed my files they went to DSK2 and became ASCII files.

b) Now I had to put a carriage return at the end of each record. The only way I knew how to do this was to use CTRL 8 to create the carriage return and then use FCTN 3 to delete the line that CTRL 8 created. This would take some time as I had 633 records

c) I put a message on the Spirit of 99 BBS and within 24 hours I had 4 responses. Irwin Hott, Jim Peterson, Bill Hudson and Steve Burns came to my rescue. Irwin and Jim wrote programs, Bill suggested trying Telco and Steve

recommended using ReplaceString with TI-Writer. I used Irwin's 2 line program as it was the first response that I received. It worked great and added carriage returns to all my records in fast order. Jim's program also worked as did ReplaceString suggested by Steve. I did not try Telco.

Here is the two line program written by Irwin:

```
100 OPEN #1:"DSK1.filename",
INPUT :: OPEN #2:"DSK2.filename",OUTPUT
110 IF EOF(1)THEN STOP ELSE
LINPUT #1:A$ :: A$=A$&CHR$(13):: PRINT #2:A$ :: GOTO 110
```

On 6 Feb the JAN/FEB 1991 issue of the TSHUG NEWS DIGEST arrived from Australia and therein appeared another program that would add carriage returns plus required spaces. Tom Wynne of the PUGET SOUND 99ers wrote the following program.

```
100 !*****
110 !* PRE-FORMATTER *
120 !* PUTS CR'S AT END *
130 !* OF EACH LINE AND *
140 !* REPLACES SPACES *
150 !* WITH REQUIRED *
160 !* SPACES *
170 !* BY TOM WYNNE *
180 !*****
190 DIM A$(300)
200 C1$=" " :: C2$="^"
210 PRINT "ENTER FILE NAME:"
220 ACCEPT BEEP:FN$
230 PRINT "REPLACE";C1$;" WITH ";C2$;"?";
240 ACCEPT VALIDATE("YN$"):YN$ :: IF YN$="" THEN 240
250 OPEN #1:"DSK2."&FN$,INPUT
260 I=0
270 PRINT "READING FILE..."
280 IF EOF(1)THEN 320
290 LINPUT #1:B$
300 IF YN$="Y" THEN CALL REPLACE(B$,C1$,C2$)
310 A$(I)=B$ :: I=I+1 :: GOTO 280
320 CLOSE #1
```

```

330 PRINT "WRITING FILE"...
340 OPEN #1:"DSK2."&FN$,OUTF
UT
350 FOR J=0 TO I-1 :: IF A$(
J)=" THEN 370
360 IF SEG$(A$(J),LEN(A$(J))
,1)=CHR$(13) THEN 380
370 A$(J)=A$(J)&CHR$(13)
380 PRINT #1:A$(J):: NEXT J
:: CLOSE #1
390 PRINT "FINISHED."
400 GOTO 210
410 SUB REPLACE(A$,C1$,C2$)
420 B$=""
430 FOR I=1 TO LEN(A$)
440 CH$=SEG$(A$,I,LEN(C1$))
450 IF CH$=C1$ THEN CH$=C2$
460 B$=B$&CH$ :: NEXT I :: A
$=B$
470 SUBEND

```

d) Now I had my files in DV 80 fixed format and each line had a carriage return.

e) Next I prepared my files in accordance with the directions sent to me by the staff of the Address Information Systems office of the U.S. Postal Service.

f) Then I used PC Transfer to create IBM formatted disk and transferred my files to these disks.

g) Next step - to the post office to have the personnel run my disk through their program to add the +4 zip codes to my disk.

h) I then transferred the data back to TI with PC Transfer and I had the +4 zips that I wanted.

Thanks, CONNI members, for assisting me in learning about another procedure that can be accomplished with my TI.

JULY MEETING
3RD SATURDAY
FOR A PICNIC
DETAILS LATER!!

THANKS!!!

by Dick Beery

Rousing commendations to the following people who have served C.O.N.N.I. as elected or appointed officials and who either no longer do so or they have changed positions.

Dave Truesdale (now disk librarian) for his fine year of presidency; Jim Seitz (now cartridge librarian) for his many years of dedication as Vice President; Charles Osment for his valued lengthy service as Secretary; Bob DeVilbiss (now Co-editor of the newsletter) for his year as Membership Chairman; Chuck Grimes (newly-elected President) for his many outstanding years as Disk Librarian; Sonny Grubb for his lengthy tenure as cassette librarian and his valuable assistance to the Disk Librarian; Pat Quinn for his participation as cartridge librarian and (briefly) as raffle chairman; Jean Hall, who continues to display creativity and organization in her post as exchange newsletter librarian while accepting the added challenge of Co-editor of the newsletter; Bill Wood, who showed us what could be accomplished using Page Pro while he served one year as newsletter editor, and finally, Irwin Hott, who hasn't changed jobs but continues to improve and refine our already-excellent BBS, and who faces added challenges in the (hopefully) soon-to-be-implemented changeover of our BBS to a national Clearing House for user-group newsletter editors.

Hats off to you all! Your dedication typifies the warm, caring atmosphere that has ever been the hallmark of the C.O.N.N.I. user group.

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P U T D E Z I P I N Y O U R S Y S T E M A N D S M A S H D E M F I L E S

By David Fink - NUTMEG TI-99ers

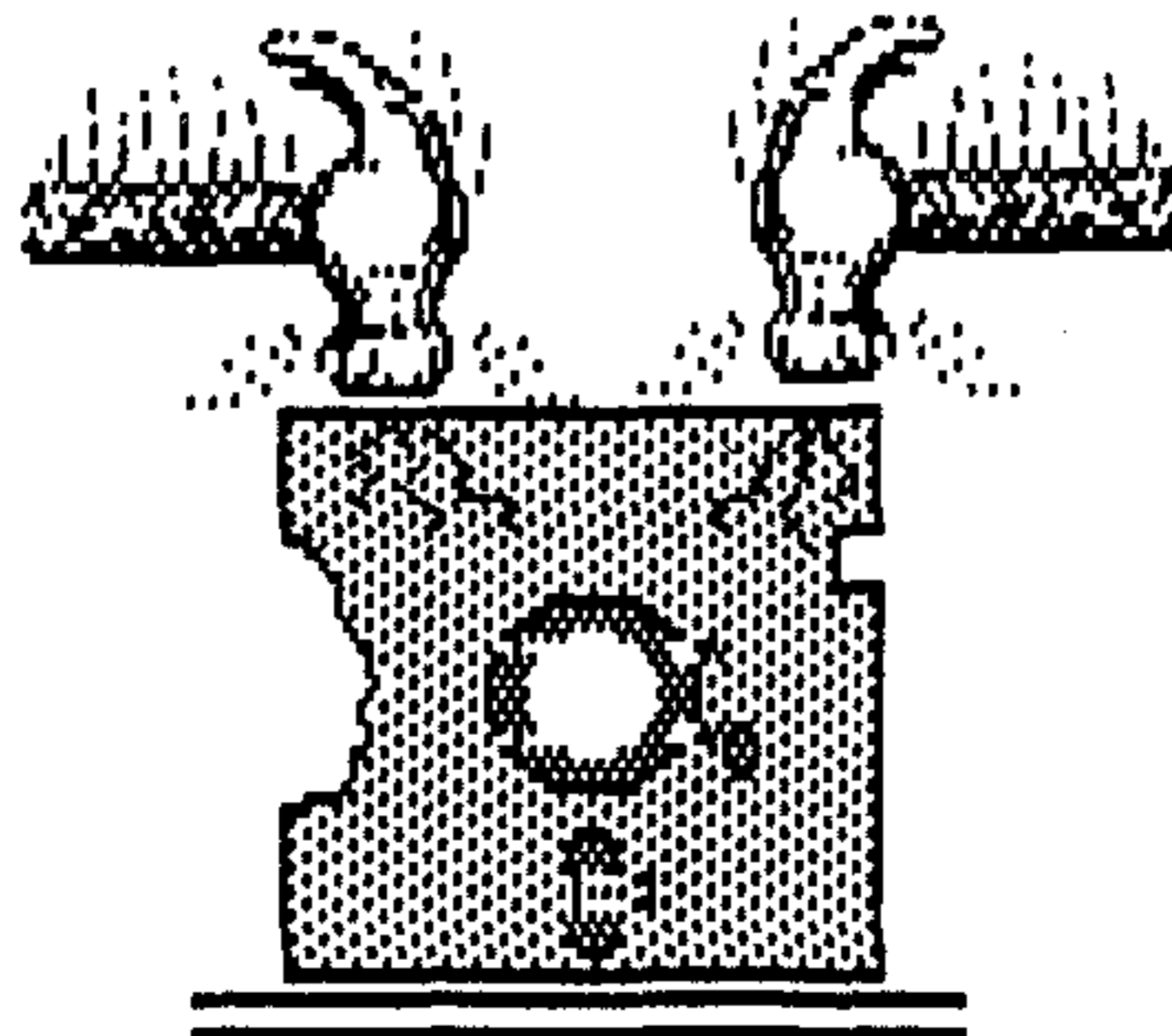
A couple of new utilities hit Delphi this month. Both of them are TI versions of IBM utilities. Both programs work well, and each fills its peculiar niche quite well. Let's take a brief look at these two programs and what they do.

First we'll look at SMASH. SMASH is an XB-Assembly hybrid which is designed to compress four printed pages onto one. The default codes are set for Erson and compatible printers. If you don't have such a printer, changes must be made to the XB code to imbed the appropriate printer commands. Smash works by filtering out all control codes that might be in the text, and then printing the text in a compressed subscript mode. There are two print styles available: 1) Two column mode prints the document in 2 adjacent columns with no page markers. 2) The document is printed in two adjacent columns with dividers between each page taken from the original. The user must decide which of these styles is more readable or useful. Smash is well worth its price of copy fees.

If you've been on the FIDO and other boards, you've probably noticed the ZIP suffix attached to a number of archived files. Up till now these files have been unavailable to TI users unless the bulletin board had an on line UN-ZIP utility. However, there is now DEZIP for TI, a utility program to un-rack the archived files made by PKZIP. If you are familiar with Barry Boone's ARCHIVER, you should have no problems using DEZIP. You can only un-rack files with this program, although you do have the option to un-rack some or all of the archived file. So far this program has worked flawlessly and it should be worth the \$12.00 donation to anyone who pursues graphic files and information on the MS-DOS oriented boards.

Program:	SMASH	DE-ZIP
Author:	Bud Wright	Ben Yates
Price:	\$0.00	\$12.00
Utility:	* * * *	* * * *
Ease of Use:	* *	* * * 1/2

**S
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H**



**D
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-
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I
P**

TIP #1

When loading a file into the Funnelweb editor, and you don't need to change the drive number, type LF space space. After you hit enter, you will find the cursor to be over the file name instead of the drive number.

SIMPLE PROGRAMS

by Jim Peterson

I like SIMPLE programs that do exactly what I need to do when I need do it, and nothing more - without the bells and whistles and fancy title screens, without going through a series of menus to get to what I want.

I have been asked, what is the best checkbook program? I have two disks full in my TI-PD library, but I don't know which one is best, because I have never used any of them. I have my own little checkbook program. It is so little that I don't even bother to save it - I just key it in whenever I need to do any adding or subtracting. It goes like this -

```
1 INPUT A :: T=T+A :: PRINT ,T ::  
GOTO 1
```

When I receive a bank statement, I open my checkbook, check off all the debits and credits recorded on the statement, then run that little program. I enter the bank's ending balance, then enter each outstanding check or other outstanding debit in the checkbook as a negative value (i.e., with a minus sign in front) and every deposit not yet recorded by the bank as a positive value. I should end up with my checkbook's ending balance. If I don't, I next enter my checkbook ending balance as a negative value (presuming it is not already negative!) to see how much the discrepancy is, and scan the checkbook and statement for an entry of that amount which may explain the error. If not, I hit FCTN 4, run the program again, enter my checkbook balance the last time I reconciled it, enter each succeeding debit as negative and each credit as positive, and see if I can spot an error in my calculations. If not, I give up - and I don't think that any checkbook program could help me go any farther.

Yes, I know that some of those programs will give me a printout of all my transactions, after I have keyed in a lot of data - but why do I need a hard copy of something that is already recorded in my checkbook.

And I know that some programs will give me a record of bills paid in various categories. I don't need that - at the end of the year I run a simple little program I wrote, Adder-Upper,

and in 15 minutes with one pass through the checkbook I can total expenses in as many categories as I want.

I have also been asked for a good mailing list program. I have lots of those too, but I haven't tried them. My own mailing list program isn't even a program - it's a D/V80 file created with Funlweb. Just type in the name, address, etc. in 3 or 4 lines, as you want it to appear on the label; hit Enter 2 or 3 more times to make a total total of 6 lines; and start the next name, etc. when you are finished, make sure that the first blank line above the first line of the last address has a line number evenly divisible by 6; otherwise, you didn't space your address 6 lines apart somewhere. Line up your strip labels in the printer, print the file out of Funlweb editor, and that's all there is to it.

It would be a good idea to set up that file in sequence by persons' last name, so that you can quickly find them for the purpose of changing or deleting - all done with Funlweb editing commands faster than any computer program could do it. To add a name, just FCTN 4 down to the right spot in sequence, FCTN 8 to open lines, and type it in.

You want something a little more than that? You want to selectively print or skip names? OK, you've got two blank lines after each record, so use the 6th line to code your special requirements - for instance, a C for Christmas cards, BU for business mailing, B11 for birthday cards in November - just don't use B alone for one code and in combination with something else for another code.

Then, instead of printing through Funlweb, use this program -

```
100 DISPLAY AT(12,1)ERASE AL  
L:"Filename? DSK" :: ACCEPT  
AT(12,14)BEEP:F$ :: OPEN #1:  
"DSK"&F$,INPUT :: OPEN #2:"P  
IG"  
110 DISPLAY AT(14,1):"Print  
addresses with code -":"( to  
print all addresses, ;  
ust press Enter)"  
120 ACCEPT AT(15,1)BEEP:X$  
130 LINPUT #1:A$ :: LINPUT #  
1:B$ :: LINPUT #1:C$ :: LIMP  
UT #1:D$ :: LINPUT #1:E$ ::  
LINPUT #1:F$
```

```
140 IF POS(F$,X$,1)<>0 OR X$  
="" THEN PRINT #2:A$:B$:C$:D  
$:"":"
```

```
150 IF EOF(1)<>1 THEN 130 EL  
SE CLOSE #1
```

For a one-time selective mailing, load your file, go down through it with FCTN X, type an asterisk in the 6th line of each record you want to print, save the file to another disk, run the above program and enter the asterisk as the special code to select on.

You need a home record-keeping system? Do you really really really need to sort your home records by various fields, print them out, etc.? If so, you need a data base program. But, if you just need to file some info in a way that you can find it again, I have the perfect system for you. I use it often. Technically, it is called the File Box Full Of Ruled 3x5 Index Cards. Unlike a data base program, this system offers fields of unlimited length, records of unlimited length (if the front of the card is full, flip it over and write on the back; if that is full, stick a second card behind the first), quick manual alphabetic sequencing (probably faster than the computer could do it), quick manual updating and editing with eraser, quick deletions into the wastebasket, and optional cross referencing (if you're not sure by which of several key words you might try to find something, put in a card in alphabetic sequence for each keyword, with a note on it referring to the card containing the data).

Still think you need a computerized record keeping system? OK, how about the Funlweb Index Card Simulation. Just boot up Funlweb, use (T)ab to put an R at 39, type in whatever you want to keep track of, and save it to disk using a keyword as the filename. They will be automatically sorted into alphabetic sequence. Funlweb's SD will catalog them for you, put whatever you want on the screen, dump it to a printer if you want. You have all the great editing features of Funlweb to update, delete, etc., and you can cross reference keywords with dummy files. You might want to use DM 1000 periodically to protect your files so that you don't accidentally use the same keyword filename over again and overwrite a record.

Of course, you can only get 127 records on a disk. But a deck of 100 index cards costs me \$.59 at the drug store, and generic disks cost \$.25 or less! For \$7 you can set up a filing system with a disk for each letter of the alphabet.

Just one more example of the power of the Funlweb filing system. Before I bought a disk system, I had already acquired or written over a thousand programs, and I had recorded each one on a 3x5 index card, filed by program name, with the author's name and comments. I promptly transferred all those programs to disk, ran the disks through one of those disk catalogers, and was greatly dissatisfied with the results. I DO NOT LIKE DISK FILENAMES! It is much too hard to remember what I was trying to abbreviate when I saved a file as BRFLTZK. Note: this was in the days before the good catalog programs allowed you to add comments.

I didn't like listings of file names on disk labels either, and I have never used them. I don't want to paw through boxes of full of disks, trying to decipher filenames written in tiny subscript. Obviously, my index card system was better than that, but I wanted a printed catalog, in plain English, in actual program name alphabetic sequence, and with as much other information as possible.

My old Gemini would print 136 characters on a line in condensed print, so I wanted each record to be up to that long. Funlweb (or TI-Writer back then) limited me to 80 characters,

but no problem; I'll just use two lines to key them in, and write a little program to combine them into one line for printer output. I set the TI-Writer tabs to give me 25 spaces for full program name, 16 spaces for author's name, 4 spaces for disk number (I number my disks consecutively as I fill them, and file them numerically), 10 spaces for coded language and system requirements, 11 spaces for a 1 to 10 star rating, and the remaining 14 spaces to begin a brief program description which could continue for 56 spaces on the next line.

My index cards were filed in sequence by actual program name, so I keyed in their contents in that sequence. As I acquired more programs, I continued to record them on index cards. Every once in a while I loaded my catalog file into Funlweb, FCTN 4'd to the proper place in alphabetic sequence, opened a line there with FCTN 8, and typed in the new record. The file soon became too large to load, but it was very easy to use Funlweb's features to split it into two files, then into many files, finally into five disks full of files. Each disk is labeled with the beginning and ending letters of each file, so they can be quickly found.

The last time I updated my catalog and printed it out (I have obtained hundreds of programs since) it contained 4041 records on 50 pages at 80 lines per page, nearly half a million bytes of data. I doubt that anyone else in the TI world has anything like it.

If I'm figuring correctly, it would

take about 500k of RAM to read all that into memory. Since the PC's seem to be so incredibly wasteful of memory, I wonder if a 640k computer could update that file? If so, could they do it any faster than I can do it with Funlweb?

But, you say, you can't SORT that file! Well, why should I want to? And could that 640k computer do it? Besides, if I wanted to, I CAN DO IT!

I tried it, just for the heck of it. The only worthwhile field to sort on would be the disk number. So, I did a CALL FILES(9) and ran a little 10-line program which opened one file for input and eight for output, read a disk directory, opened each file in sequence, read the records and, if the disk number was less than 9, wrote the record to the file of the same number. When I was through swapping disks, I had separate files for disks 1 through 8, still in alphabetical sequence. It would take many hours sort out over 500 disks 8 at a time, but I could cram all those files onto two DS disks and my ramdisk, modify the program a bit, and all I would have to do is change backup disks when they were full. Or to be more sensible, I could extract record in batches of 10 or more, whatever would be small enough to cram into TI-Sort for a further sort.

The point is - some jobs can be done better without a computer, and many others can be done with a very simple little program!



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* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 *
1 2

MICKEY REVISITED

Last time in NEWAGE I spent lots of time talking about Mickey Schmitt's two books (THE ADVENTURE REFERENCE GUIDE, \$9.95 + \$2 S+H, from Asgard, Box 10306, Rockville, MD, 20848, and GETTING THE MOST FROM YOUR CASSETTE SYSTEM, \$9.95 + \$2.50 S+H, from the author - Mickey Schmitt, 196 Broadway Avenue, Lower Burrell, PA, 15068). In the interim, I've also written a lengthier article about the new and wonderful ways to use cassettes based upon Mickey's cassette book which appeared in REFLECTIONS. There are a couple of disks available for user groups (or individuals) who have cassettes still active. These two different chock-full disks include all the items referred to by Mickey and many others not yet mentioned by her and can be gotten for a \$3 shipping/handling fee each by asking for "Cassette Master Disk" from M.U.N.C.H., 560 Lincoln Street, P.O. Box 7193, Worcester, MA, 01605-7193; and "TI PD 1205.1 Cassette Utilities" from Tigercub, 156 Collingwood Avenue, Columbus, OH, 43213. Add an extra \$1 to Tigercub's disk request and ask for Jim Peterson's PD Catalog, the largest collection of the best of the least expensive treasures in the TI World.

If your user group hasn't yet purchased Mickey's cassette book and used it as a fund-raiser, then your group is missing a great opportunity to make some green.

Some other things have happened since I wrote that original article. Mickey has formed a new - NEW! - company of all TI stuff.

Doesn't that have a nice ring to it? A new TI company. The MS stands for the two partners: Mickey Schmitt and Mike Sealy. They can be reached at MS EXPRESS SOFTWARE, P.O. Box 498, Richmond, OH 43944. This dynamic duo made their professional debut at the Chicago Fair in November and released a pile of stuff:

ADVENTURE HINTS (Series I) by Lynn Gardner, which is unique in help concepts for adventurers. Each hint loads into the console in the same way the Adventure Module disks load. In addition to loading as standalone help, these hints can also be loaded into the specific programs and called up from a running program! These disks include built-in maps AND hardcopy maps. Nice feature. This first series includes some of the adventures written by Mickey and Lynn: OLIVER'S TWIST, RATTLESNAKE BEND, ZOOM FLUME. The same kind of two word (noun/verb) commands are used to ask for help, so there's no need to use all kinds of colored cellophane papers, special invisible ink pens, plastic decoding devices, whatever. Requires Adventure Module or interpreter.

GALACTIC EMPERORS by Eric Kepes, an Extended BASIC, multi-player, strategic simulation program. You and one, two, or three others are each trying to thwart opponents by accessing control to all the planets in the galaxy. Shades of the Darth Vader! There are decisions you and your opponents make beforehand (such as the number of planets) before the computer generates (new each time) the playing grid. Although many random events occur during the game play, the game is a mentally

challenging activity that can be saved to continue play at a future date.

(Both of the above are \$9.95 + \$1 S+H and require the standard minimum configuration of one SSSD drive and 32K.)

Finally from MS EXPRESS, there are SLIDING BLOCK PUZZLES (Series I) and SLIDING BLOCK SOLUTIONS (Series I) each \$7.95 + \$1 S+H and both by Norman Rokke, the same person who brought you the extraordinary Fairware graphic/text program "1000 WORDS," one of the very best of its kind ever.

In this case, Norman has transcended the "normal" sliding block puzzles with which we are so familiar. In the late 1800's Sam Loyd, America's most ingenious puzzle maker at the turn of the century, created the 14-15 sliding block puzzle. There are lots of these out for the TI. The best I've seen is Chris Bobbitt's Public Domain version of many years ago and in all group libraries.

These puzzles, however, are considerably more challenging than the originals. There are three on this disk and all can be saved in mid-game, so one doesn't have to begin all over again.

The first consists of nine different-colored tiles and supposedly can be solved in 59 moves. Puzzle #2 is made up of 10 blocks and could be completed in 81 moves. The hardest (#3, of course) has 11 tiles to shift and can be solved in 90 moves. A colored monitor or TV to go with your XB, 32K, and minimum disk drive system are required.

You need these puzzles before you get the solutions' disk, which provides the help you need for each puzzle in little pieces so as not to ruin the game for you. Very user-friendly, like all things Norman does. And, of course, ingenuity by him is taken for granted.

Now that we have a new company supporting TIers, let's hope the TI Community supports the new company. Your support will encourage even more authors to stay with and write for the 99.

~~~~~  
I continue to get letters from cribbage buffs all over the TI World asking about a program I reviewed last year. The program is written by Gene Hitz. He even rewrote it after I gleefully stated how I found a way to cheat on the "Go". He chastised me for cheating our little 99 computer. Now, the computer catches me each time when I try. This program is called "Cutthroat Cribbage" and gives you a muggins if you count incorrectly. It's fun to play and is fast and friendly. The game can be purchased for \$7 from ARCADE ACTION, Program Innovators, 412 Glenway, Wawatosa, WI 53222. Actually, for \$10 you get a diskful of games, including a nice version of TETRIS and piles of others. If you are a cribbage player, I'd recommend this game highly. If you'd like to learn the game, ask for the longer version (though I think he sends both versions, anyway), because this will give you the option to have the computer count up any combinations to see how things are scored. Then get yourself a HOYLE's from the library and play your TI until you got the game down pat. Excellent midnight companion.  
~~~~~

Besides TIGERCUB's \$1 catalog of Public Domain disks (truly the BEST BUY in the TI World), everyone should send off for Asgard's newest catalog. Asgard's latest, particularly for Page Pro owners, is a mouth-watering collection of delectable delights. For game players, William Reiss's TOURNAMENT SOLITAIRE (which includes - along with KLONDIKE - PYRAMID, GOLF, COMERS, PILE-UP, CANFIELD, and CALCULATION) is terrific. But call or write for the free catalog and notice the high level of your droolability.

[If you use NEW-AGE/99 please put a on your exchange list.]

CF#1
CF#2
CF#3
CF#4
CF#5

16
S1/D
S1/D
S1/D
S1/D
S1/D
S1/D
S1/D
S1/D
S1/S
S2-/D
S2-/D
S2-/D
S2-/D
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TI-BASE - Version 3.0
TUTORIAL 20.1.1 By Martin Smoley
NorthCoast 99'ers - June 16, 1990
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SOME IMPORTANT STUFF ABOUT DISK FILES

Last month I tried to give you the idea that you can break down a large Db into several small Dbs and use them all in a normal manner. Actually you can, if you perform some regular disk housekeeping tasks. If you ignore these tasks your system will run slower and slower, and eventually you will have disk problems. Here is my explanation of the situation. The disk storage system for the TI is designed to use every possible space on your diskette to store data. Under normal conditions the system will start at the beginning of your disk and add the new data you wish saved to the end of the line, or next available blank section. You could compare this to adding toy train cars onto the end of a child's train set. Last month I created Dbs 7ALS'S1, S2, S3, S4, S5 and several CFs. Let's suppose that these files are stored on your disk. I might USE S1 and APPEND some data. This new data is stored on the end of our data train. If I now USE S2 and APPEND some data, this data goes on the train after the APPENDED S1 data. Now I decide that the Command File named CF#3 is not what I want, so I Modify it and add two new lines of code to it. When it is saved back to disk the major portion of CF#3 will be placed in its original place, but any new data that is left over will be stored after the stuff I APPENDED to S1 and S2. As you can see, the data on a disk would eventually become a tangled mess, as I have attempted to depict in the right hand column on this page. This bad situation can be made much worse by using the computer against itself. An example of that would be to write a Command File (CF) that would use all five Dbs (S1 .. S5) at the same time, with the CF having the ability to move through all five Dbs and APPEND multiple records with little or no control by the operator. This could create a tangled mess of such proportions that the system would lose track of the data and start declaring disk errors. I won't go into the situation of deleting files from a disk and how that space is reused, but believe me it will make a bad situation much worse. I try to keep this situation in mind whenever I write CFs or do major data handling procedures. My corrective measures are as follow. Make a rough estimate of the size Db you will need and fill the Db immediately. This can be done by using a CF, such as SUBNUM2 from last month to fill an empty Db with partially blank records, or by manually using an empty Db and, in the APPEND mode, holding down the enter key until the desired record number is reached. After that you can use the EDIT mode to enter your data. The EDIT mode does not require additional disk space that will jumble the files. The places you need to worry are operations that add or subtract from your disk, such as APPEND or DELETE for records, or adding or deleting lines from a CF. In addition to good user habits you should make a File Copy of your working disk at least once a month. This is my procedure. I place my working disk in drive #1 and fire up DM-1000 from my HORIZON RAMDISK. I press 1 for File Utilities, 1 for Copy/Move/etc., and 1 for Disk drive #1. After DM-1000 has given me a catalog screen of Drive #1 I press A for all and DM will place a C, for Copy, in front of all the files in Drive #1. Pressing <FCTN 6> tells DM to Proceed and after placing a new blank disk in Drive #2, I enter 2 as the copy destination. After looking at the disk DM tells me it's not initialized and I answer 'Y' to proceed. I enter a disk name that includes the current date so I can distinguish it from the rest of my junk and let the copying begin. A file copy takes more time, but it will reorganize all the files as you see them on the left side of this page in a neat close order. Now I use the new copy as my working disk until the next time I recopy the entire batch of files using this procedure. I also use this procedure on my randisk. I copy all the files off the work section of my randisk, as above, then I use DM to delete all the files in that section of the randisk, "be careful!", and then I copy all the files back to that section of the randisk. I consider this very necessary because a randisk can be jumbled and re-jumbled for many months or even years before any attempt might be made to clean up the files. Deleting and resaving any file, even Extended Basis or DV/80 Files, will eventually mix up the disk storage patterns. Well I have wasted a lot of time explaining why you should use File Copy to clean up your work disks once a month, so I better get back to the applications of TI-Base.

Continued Next Page.

PROGRAMs
CF#1
CF#2
CF#3
CF#4
CF#5
CF#6
S1/D
S1/D
CF#3
S1/S
S2-/D
S2-/D
S2-/S
S3--/D
S3--/D
S3--/S
CF#6
S4---/D
S4---/D
S4---/S
S5----/D
S5----/D
S5----/S
Dbn''/D
Dbn''/D
Dbn''/S
S1/D
S2-/D
S3--/D
S4---/D
S5----/D
CF#2
S1/D
S2-/D
S3--/D
S4---/D
S5----/D
Dbn''/D
S3--/D
S2-/D
CF#3
S4---/D
S1/D
S5----/D
CF#1
CF#2
CF#3
S3--/D
S4---/D
S5----/D
S1/D
S2-/D
CF#4
CF#6
S5----/D
S3--/D
S2-/D
CF#3
S4---/D
S1/D

I took a look at the tutorials for last month and the month before and found them to be very confusing. I hope to clear up some of the confusion in the next couple months, please hang in there.

First, I hope you realized that the printouts of (74LS'S1 .. S5), as shown in the lower left corner of 19.1.1, are not complete. This multiple printout was produced by the CF named LSPRNT/C which is listed below. SET PRINTER=DSK2.LSPRNT redirects the printout to a disk file named LSPRNT, that's nothing new, but SET CRLF=OFF is new. This new command allows you to turn off the Carriage Return and Line Feeds when desired. In the past, when a disk file was needed, you had to go in with FunnelWeb and remove all the extra CRs and LFs to get the proper printout. That was a real pain in the neck for me while writing these tutorials. PRINT (f) is my symbol to print condensed format. From that point to the ENDWHILE is merely a demonstration of using a DOCASE within a WHILE loop instead of IF statements. It is just as easy to write IF LOOP = 1, USE DSK2.74LS'Sn, ENDIF, for this situation, but it seems that I demonstrate IF statements every month. One important line is PRINT ALL ;FOR (CRS>0). This actually tells TIB to look at every record in the currently active Db and PRINT ALL the records which contain a CFS field that hold a value greater than (>) zero.

```

*      05/08/90      LSPRNT/C
CLOSE ALL
SET PRINTER=DSK2.LSPRNT
SET CRLF=OFF
PRINT (f)
LOCAL LOOP N 3
REPLACE LOOP WITH 1
WHILE LOOP<6
  DOCASE
    CASE LOOP = 1
      USE DSK2.74LS'S1
      BREAK
    CASE LOOP = 2
      USE DSK2.74LS'S2
      BREAK
    CASE LOOP = 3
      USE DSK2.74LS'S3
      BREAK
    CASE LOOP = 4
      USE DSK2.74LS'S4
      BREAK
    CASE LOOP = 5
      USE DSK2.74LS'S5
      BREAK
  ENDCASE
  PRINT ALL ;FOR (CRS>0)
CLOSE
REPLACE LOOP WITH LOOP + 1
ENDWHILE
SET PRINTER=PIO.CR.LF
SET CRLF=ON
RETURN Copyright Martin Smoley 1990

```

In this situation, if you SET RECMUM OFF at the beginning of the CF and SET HEADING OFF after the first loop, you would give the appearance of one continuous file, not 5 separate DBs. After all, this set of tutorials is designed to show you how to use several smaller Dbs instead of one very large Db.

On the next page (20.1.3) I have listed LSEDIT4/C along with its sub-CFs, \SCRN/C, \ED/C and LSUSE/C. I have condensed the print because I didn't want to waste the space and also because it is a new version of LSEDIT3/C from last month (19.1.3). If the small print is confusing, you can compare it to last month's CF to check most of the code. The reason it is listed again is because I have made some changes, and also because it contains the main theory on how to handle multiple Dbs as one unit. This theory will be presented and re-presented in an effort to show you how simple it really is. The LSEDIT CFs in this series use this basic idea, open all five of the LS series Dbs at the same time, ask the operator which item they wish to edit, decide in which one of the Dbs that item might be found, go to or SELECT that area, search for the item and if found, edit that item. This is basically the same as if (by thinking) you decided which Db contained the item you wanted to edit, USED that Db, held down (FCTM 5) to leaf through the DB and EDITed the record if you find it. I'd like to take a closer look at LSEDIT4, even though it's a waste of time for those of you who understand TIBs language. First I always CLOSE ALL Dbs, so I know what is going on in the system. INSTALL ADD DSK1.\ED and \SCRN will take those disk files and ADD them to VDP Memory where TIB will use them as normal CFs, but faster. I'll cover the INSTALL stuff again later. LOCAL ITEM N 5, is the item we will tell TIB to search for. REPLACE ITEM WITH-1999 is my way of holding TIB in the WHILE loop in the middle of the \SCRN CF. You will see it as WHILE (ITEM<999) .OR. (ITEM<1688). It's kind of backwards and hard to understand, but simply stated the idea is this, if the number contained in ITEM is not between 998 and 1689 TIB will keep you locked in this loop until you enter a part number that is. This is an attempt on my part to assure a valid part number search. The exception to that rule is -1 which is the return path. LOCAL LOOP N 2 and REPLACE LOOP WITH 1 are my way of creating an endless loop. In Boolean, 1 means true. Therefore, the statement (WHILE LOOP) will loop forever, because when tested the answer for loop will come back true. You could get out of this loop by replacing LOOP with zero (0), somewhere in the CF, but we won't do that. Just before WHILE LOOP is the statement DO DSK1.LSUSE. This statement runs the CF LSUSE to set up our five Dbs in slots 1 through 5. DO \SCRN, is the command to run the CF named \SCRN from VDP RAM. This CF puts up the complete entry screen and asks you to enter the item number you want to edit. If you enter -1 the CF will terminate, but if you enter a valid number it will be stored in ITEM and TIB will jump back to LSEDIT4 and proceed down to the five major IF sections. IF ((ITEM>999).AND.(ITEM<1100)) seems odd, especially if you entered a zero (0), or possibly (01). You must not forget that we set the position of the LS series from 1000 to 1999, so zero (0), or 74LS00, will be searched for as COPNM 1000. If zero was entered, the first IF statement would be true. This would cause slot 1 to be SELECTed and \ED to be executed. The first command in \ED is FIND ITEM. All the Dbs should be SORTed by the COPNM field. The sort should have been done automatically at the end of SUBNUM2 (19.1.2) last month.

Continued Next Page.

**TI-BASE - From INSCEBOT
TUTORIAL 20.1.3 By Martin Smoley
NorthCoast 99'ers - June 16, 1990
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If the item is not found EOF will be flagged. This means the statement IF (EOF) would be true, and you would see the line ITEM NOT FOUND, and returned to \SCRN that you might enter another number. If the item is found, the EOF flag would not be up, and you would go to the ELSE part of that IF statement and EDIT the field that TIB found for you. This stuff is quite intricate, in the way it jumps from one location in the CF to another and back, but the general idea of what's going on is not complicated.

Let's look at some of the new INSTALL stuff which I have discovered, even since last month. If you look at the beginning of LSEDIT4 you can see that I have ADDED both \ED and \SCRN to the new VDP memory location which you can do with version 3.0 of TI-Base. This is great for people without RAM Disks because the access speed is much faster than that of a

normal disk drive. The major discovery I made for myself, in the last month, is that the INSTALL area is more or less the same as disk space. As you can see by \ED and \SCRN it appears that INSTALL will support Comments, RETURNS, WHILE/ENDWHILE loops, IF/ELSE/ENDIF statements and I suppose, just about anything you can do in a disk based CF. The INSTALL space should be used for CFs or Macro Commands that you need frequently. \SCRN and \ED will be used for every loop of LSEDIT4. As I demonstrate in LSEDIT4, you also have the option of ADDING and REMOVE-ing CFs with each new major CF. \ED/C and \SCRN/C used approximately 1,000 Bytes of VDP Memory, but I still had roughly 1,000 bytes left to use. I already had \RES and several other small CFs in the INSTALL area, so there is ample space available for entry and informational screens. I have learned several tips about INSTALL. Do not attempt to REMOVE or ADD items to the INSTALL area using a CF that resides in the INSTALL area. REMOVE or ADD should be done from a disk based CF. REMOVE items from the INSTALL area in reverse order that they were ADDED. If you ADD, \ED then \SCRN, you must REMOVE \SCRN, then REMOVE \ED, or TIB will get lost. Also remember that DO \ED is the syntax in a CF, where as \ED is entered at the dot prompt for INSTALL area CFs.

```

# 06/06/90 LSEDIT4/C
CLOSE ALL
INSTALL ADD DSK1.\ED
INSTALL ADD DSK1.\SCRN
LOCAL ITEM N 5
REPLACE ITEM WITH 1999
LOCAL LOOP N 2
REPLACE LOOP WITH 1
DO DSK1.LSUSE
WHILE LOOP
DO \SCRN
IF ITEM<0
INSTALL REMOVE \SCRN
INSTALL REMOVE \ED
DO \RES
RETURN Copyright Martin Smoley 1990
ENDIF
IF ((ITEM>999).AND.(ITEM<1100))
SELECT 1
DO \ED
ENDIF
IF ((ITEM>1099).AND.(ITEM<1200))
SELECT 2
DO \ED
ENDIF
IF ((ITEM>1199).AND.(ITEM<1300))
SELECT 3
DO \ED
ENDIF
IF ((ITEM>1299).AND.(ITEM<1400))
SELECT 4
DO \ED
ENDIF
IF ((ITEM>1399).AND.(ITEM<1689))
SELECT 5
DO \ED
ENDIF
REPLACE ITEM WITH 1999
ENDWHILE
RETURN Copyright Martin A. Smoley 1990

```

```

# 06/09/90 \SCRN/C for INSTALL
SET TALK OFF
CLEAR
SET HEADINGS OFF
SET RECNUM OFF
WRITE 6,8,"Enter the right hand digits"
SET INVERSE ON
WRITE 2,6," "
WRITE 3,6," 74LS Series Integrated ";
"Circuits "
WRITE 4,6," "
WRITE 8,16," "
WRITE 9,16," EXAMPLE "
WRITE 10,16," "
SET INVERSE OFF
WRITE 12,6,"Manufacturer You"
WRITE 13,6,"Part Number Enter"
WRITE 15,12,"74LS221 = >221 < ENTER"
WRITE 17,12,"74LS01 = >01 < -1 "
WRITE 19,34,"TO QUIT"
WHILE (ITEM<999).OR.(ITEM>1688)
WRITE 22,3,"Enter ITEM Number = " <"
READ 22,24,ITEM
IF ITEM<0
CLOSE ALL
RETURN Copyright Martin A. Smoley 1990
ENDIF
REPLACE ITEM WITH ITEM+1000
WRITE 22,3,"Company Part No. "
WRITE 22,23,ITEM
WAIT 3
ENDWHILE
WRITE 21,3," Press FCTN 8 Then FCTN 9 "
WRITE 22,3," After Each Record Edit "

```

```

# 06/09/90 \ED/C for INSTALL
FIND ITEM
IF (EOF)
WRITE 21,3," "
WRITE 22,3," ITEM NOT FOUND "
WAIT 2
RETURN Copyright Martin Smoley 1990
ELSE
EDIT
ENDIF

```

```

# 05/06/90 LSUSE/C
SELECT 1
USE DSK2.74LS'S1
SELECT 2
USE DSK2.74LS'S2
SELECT 3
USE DSK2.74LS'S3
SELECT 4
USE DSK2.74LS'S4
SELECT 5
USE DSK2.74LS'S5
RETURN Copyright Martin A. Smoley 1990

```

Because of the speed of my RAM DISK, I use the INSTALL area mainly for Macro Commands rather than the CFs, but no matter how you use them the new features that have been added to TI-Base are fantastic. The ability to run a CF by typing \SCRN at the Dot prompt instead of DO DSK6.\SCRN to me is wonderful. When you start to get the hang of this, reread page 8 of the May Newsletter, about Macros. I think you'll start using this feature more and more.

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FOR
1991-1992**

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 16 MAR 1991 MEETING
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 18 MAY 1991 TO
 15 JUN 1991 2ND SAT!!!
 20 JUL 1991 IN THE
 17 AUG 1991 AUDITORIUM
 21 SEP 1991
 19 OCT 1991
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