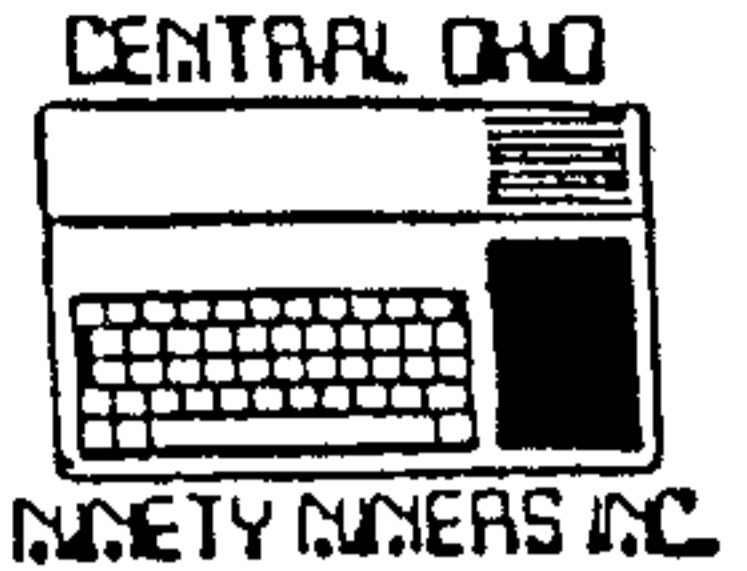
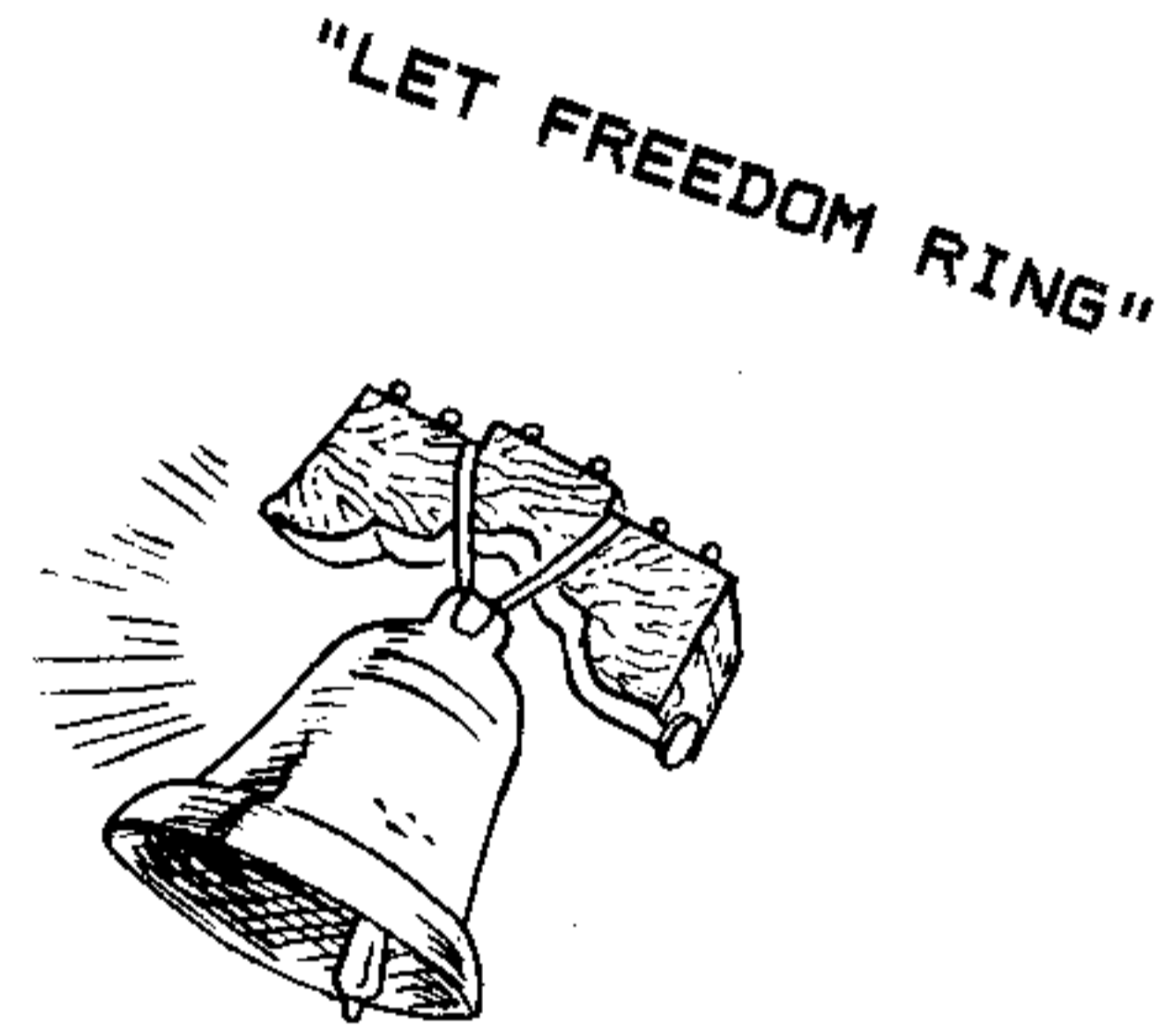


# Spirit of 99



THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.  
PUBLISHED MONTHLY IN COLUMBUS OHIO

NOTICE! C.O.N.N.I. NEWSLETTER IS NOT PUBLISHED DURING AUGUST



"LET FREEDOM RING"



# 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

in this newsletter for your convenience) Please address it to:  
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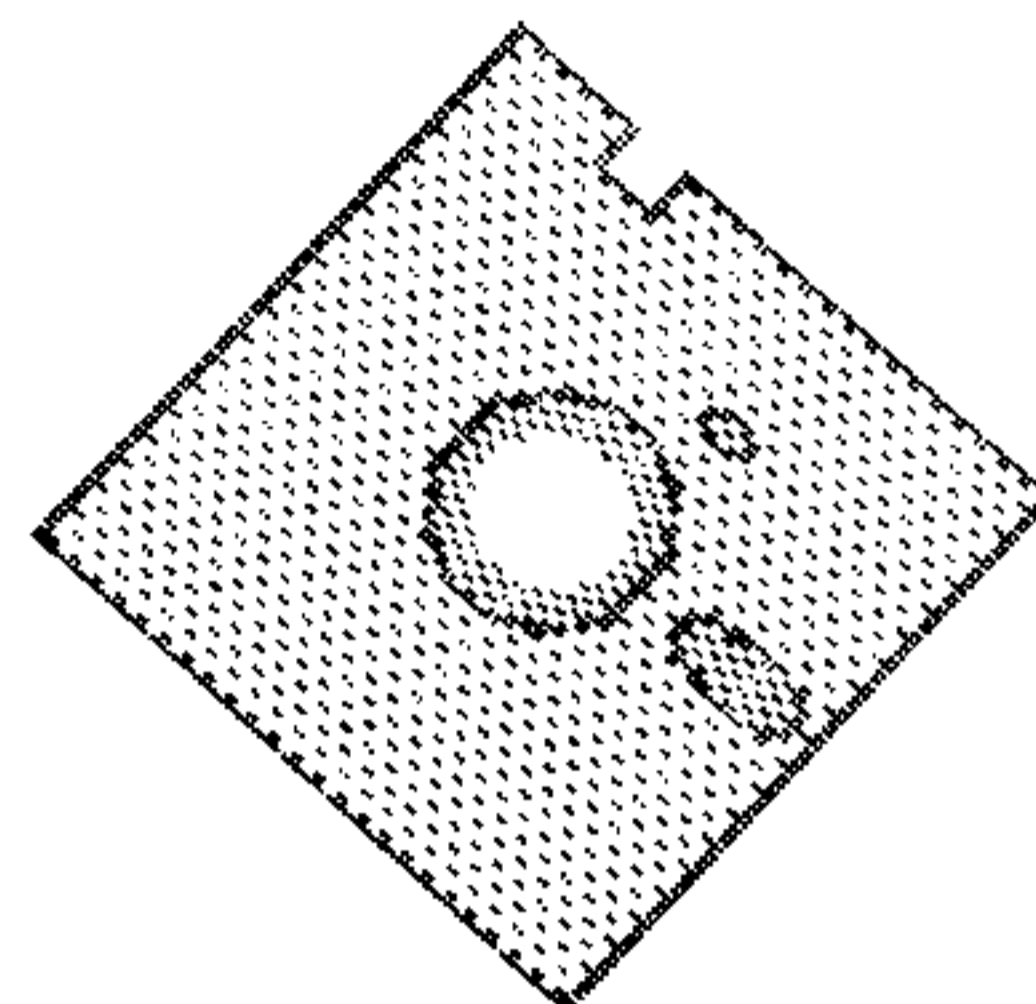
## NEW MEMBER

DAVID FOSTER

## 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:

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CONNI Club \$28/yr (see above information)  
membership

### CONTACT

HARLEY RYAN, Membership  
Central Ohio Ninety-Niners, Inc  
4178 Chandler Dr, Whitehall, OH 43213  
(614) 231-1497

MINUTES

Saturday, June 15, 1991.

The meeting opened at 9:10 A.M. to a small group of loyal members. The lure of outside activities and summer travel cut attendance drastically, it would seem. Items discussed were: the club picnic, which will take place on SUNDAY, JULY 21, at Blendon Woods. The change of day was made to accommodate those of our Wednesday members who have to work on Saturday and therefore could not attend. The club will provide beverages, ice and charcoal. Those attending (many, we hope) need to bring their own meat and buns, table service, a covered dish to share, a large appetite and a love of shared good times. Also discussed were the MIDI (it is now available; two members who ordered it have not yet received it); why the June newsletter was so late in arriving and what to do about that situation; contents of the June Disk-of-the-Month; and whether or not the club still wanted to sell blank disks at meetings (it does!). President Grimes announced that new librarians were needed for both the disk and cassette libraries. It was decided that Irwin Hott will be the new disk librarian, and that Everett Wade would handle the cassettes. Following adjournment of the business meeting, Irwin Hott demonstrated the use of Genie, Ken Marshall Jr. did the same for PC Pursuit, and Bob DeVilbiss displayed an excellent newsletter-producing program that he obtained at the Lima Fair. In the hope of attracting more people to modem usage, Dick Beery volunteered to help with future projects involving that peripheral. The meeting adjourned at 10:07 p.m.

P.S. Where is our club P-Gram card? Will the borrower please get in touch with one of the officers a.s.a.p.?

Respectfully submitted,  
Dick Beery  
For the secretary

\*\*\*\*\*

**TRIVIA**

**TI-WRITER FILE**

A TI-Writer file will hold approximately 26,660 characters. This about 101 sectors. If you use 75 characters to a line you will have about 355 lines and this will print out (PICA) to about 5 1/3 pages.

\*\*\*\*\*

SOME USER GROUP PROBLEMS  
By Dick Beery

Our user group, C.O.N.N.I., the Central Ohio Ninety-Niners, like many other groups across the country and around the world, has experienced a decline in interest and enrollment as more powerful and formerly more expensive computers become more affordable. I do not have the solutions for many of the problems that arise, but will try to offer some suggestions that have proven helpful to SOME groups in SOME situations.

One problem is that of getting the word to purchasers of the 99/4A that they can find encouragement and support from local users' groups, where such exist. Some computer stores will permit the placing of single-page or half-page notices about user groups in their stores. Of course, your group will need to monitor this so that supplies can be replaced as they are deleted. Taking the computer to local shopping malls has proven helpful to some groups. Spot radio announcements on call-in talk shows has likewise proven helpful in some instances. At least one large computer store with which I am acquainted sends out multipage advertising to purchasers and generously includes BBS and user group listings for any and all types of computers. Some communities offer regional and suburban newspapers as well as the large urban dailies, and these former tend to offer lower advertising rates than do the larger papers.

Some groups have enrollments that have dwindled so drastically that they can no longer afford to publish a newsletter. Unfortunately, the newsletter appears to be the one single element that helps user groups survive. One solution tried by some has been joint publication of a newsletter with one or more other user groups. In other instances, the solution has been to subscribe either to national publications such as Micropendium or Computer Monthly, the latter of which offers almost-monthly articles about the 4A by Barry Traver.

Those groups that still publish newsletters sometimes find themselves lacking the local talent that is capable of or willing to write articles. One solution that is just now starting to become available is the National Clearing House, a BBS operated by C.O.N.N.I. that allows groups publishing original articles to upload them to the BBS where they can then be downloaded and published by subscribing user groups. This is not meant to be a commercial for our program; it is merely one more suggestion among those offered here.

What about membership in a group that is based far away? Some clubs have been very successful in attracting "outside" members. Chicago is one example. Several C.O.N.N.I. members and I were for several years members of that group as well as our own. Lima is another example. They have a large outside membership. About eighteen months ago, C.O.N.N.I. offered a package deal for those residing too far to come to meetings regularly. It includes the monthly newsletter and Disk-of-the-Month. It has become extremely popular and offers timely articles and disk files to those who might otherwise never realize that they existed. Try other groups to see whether they are interested in obtaining outside members.

Our group also has a member who belongs to three or more 4A user groups and attends all at one time or another.

Another problem is the high attrition rate of those who are attracted to meetings by our announcements, presence at mall shows and advertising. They come to one meeting or two and then are never seen again. The same thing happens to the young who sometimes attend with parents or friends. I believe that the problem is not that the 4A is too SIMPLE, but rather that it appears to be too complex. The ears of those newcomers are assailed by technical jargon, lengthy discussion about the comparative merits of hard-floppy disk controllers and hard drives, etc. These people need to be welcomed by members who still have an interest in the simpler early programs in Basic, who can communicate information and help with simple home-oriented programs that solve simple everyday problems and perform needed tasks. One large local group for users of one of a formerly-expensive power computer holds meetings separate from those of the general group that offer hands-on learning opportunities for the beginner and less-sophisticated user. Perhaps 4A user groups need to contemplate trying the same approach. Attract them to the computer and the group, then offer a separate meeting geared to their needs and understandings. This will require time and dedication on the part of some members; the officers cannot be expected to do all this and maintain the regular group activities as well.

Have you tried to interest your spouse and children in coming to meetings, without success? I suppose most club members have experienced this difficulty. A possible solution might be holding separate meetings or S.I.G. meetings at the time of the regular meetings for wives and for children. Groups for the latter could concentrate on games of various types suited to the age level and interests of the children and could also include instruction in programming, competitions, etc., depending on the needs and interests of the group. Groups for spouses might include wordprocessing, spreadsheet management, database usage related to hobbies and interests varying from apiculture through genealogy to zoology, and could also include instruction in programming, if such is desired by the group. Those who, like myself, have an avid interest in the lives and customs of earlier family members and others, could collect and print old recipes, letters, diaries, etc. Some people who are not yet familiar with computers could learn to use wordprocessors and databases and use their skills in maintaining mailing lists, forms, anecdotal records and other items to benefit the group(s) to which they now belong or plan to join. If the group does not have a newsletter, help them to create one! Share recipes or tidbits of family lore, etc. with other family or non-family members. Anything that is now being written by hand or on the typewriter can probably be done better with the wordprocessor. When another copy is needed, don't run to a copy machine; load your disk and run the number of copies you want on your printer. One of our members, Jean Hall, uses her T.I. to preserve and print mailing lists and labels, as well as content labels for foods, for a food pantry to which she contributes time each month. She has until recently done much work of many types for a genealogy group to which she belongs, also on her 99/4A. The possibilities are limited only by the imagination and interests of the spouses and children, and our willingness to get them started and keep them going. My wife teaches a class each week in English as a Second Language, and does some private tutoring in the same field. She types and runs off all her class materials on the computer. One friend in our club and his wife are engaged in a small home business that helps potential college students find scholarships. They produce most or all of their materials on the computer--a 99/4A.

The list could go on and on.

What about the loss of members to a different brand of computer? Where is it written that one can only use and enjoy one computer at a time? I personally have three distinct computer types that I own, and I can and sometimes do operate a fourth type. The 4A does many wonderful things. Keep it and enjoy both it and your new acquisition. And stay in the club and help others gain more enjoyment from their computer(s).

In summary, we have a fine machine that can do all that most people need or want to do. Let's help keep our user groups alive, attract more people to them and retain them by trying to meet their needs and interests, and gather in those who are live too far from a user group to make attending meetings possible or practical. Long live the 4A and its companion the 9640!

\*\*\*\*\*



### PICNIC REMINDER

Don't forget to come to the C.O.N.N.I. picnic July 21 at Blendon Metro Park.

The club will furnish cold pop and charcoal for the grill. Last year there was plenty of good food furnished by all that came. Again! each family is to bring their own table service, a covered dish to share with all and meat of your choice to cook on the grill. If you have any games that can be played on the table or others like badmitten, yard jarts, etc, bring them along also. We hope to locate at the same area as we did last year. Dave Truesdale is to get there early and reserve a spot for us, so drive around and look for the sign, (but it will probably be on a vehicle and not a tree) ha ha! That was a joke because last year we had a sign on a tree and the ranger made us take it down, so we did and put it on Chuck's vehicle.

## TIPS FROM THE TIGERCUB

No. 65

Tigercub Software  
156 Collingwood Ave.  
Columbus, OH 43213

\*\*\*\*\*

My three Nuts & Bolts disks, each containing 100 or more subprograms, have been reduced to \$5.00. I am out of printed documentation so it will be supplied on disk.

My TI-PD library now has well over 500 disks of fairware (by author's permission only) and public domain, all arranged by category and as full as possible, provided with loaders by full program name rather than filename, Basic programs converted to XBasic, etc. The price is just \$1.50 per disk(!), post paid if at least eight are ordered. TI-PD catalog #5 and the latest supplement is available for \$1 which is deductible from the first order.

It is a bit of a nuisance to have to hit Enter after inputting a single character such as Y or N for "yes" or "no". CALL KEY accepts a single character without Enter, but has no blinking cursor to tell you that it is waiting. I should have had this one in my Nuts & Bolts years ago - the CALL KEY WITH CURSOR subprogram! R is the row, C is the TAB position, V\$ is the validation string, such as "YyNn", and the character selected is returned in K\$.

```
30000 SUB CALLKEY(R,C,V$,K$)
30001 CALL HCHAR(R,C+2,30)::
FOR T=1 TO 3 :: CALL KEY(0,
K,S):: IF S<>0 THEN 30004
30002 NEXT T :: CALL HCHAR(R
,C+2,20):: FOR T=1 TO 3 :: C
ALL KEY(0,K,S):: IF S<>0 THE
```

```
N 30004
30003 NEXT T :: GOTO 30001
30004 IF POS(V$,CHR$(K),1)=0
THEN 30001 ELSE K$=CHR$(K)
30005 SUBEND
```

And for a demonstration of the use of that subprogram, here is a little game that no one will ever play to the end -

```
100 DISPLAY AT(3,6)ERASE ALL
:"THE ULTIMATE TEST": "" An
swer the question with a num
ber according to whether the
number or color shown,"
110 DISPLAY AT(8,1):"or the
note sounded, was 1st or 2nd
or 3rd, etc."
120 DISPLAY AT(23,6):"PRESS
ANY KEY" :: DISPLAY AT(23,6)
:"press any key" :: CALL KEY
(0,K,SS):: IF SS=0 THEN 120
ELSE CALL CLEAR
130 DATA 2,BLACK,3,GREEN,5,B
LUE,9,RED,12,YELLOW,14,PURPL
E
140 FOR J=1 TO 6 :: READ C(J
),C$(J):: CT$=CT$&CHR$(J)::
W$=W$&CHR$(J+48):: NEXT J ::
T=2 :: DL=500 :: V$="12"
150 RANDOMIZE :: T$,NN$=CT$
:: FOR J=1 TO T :: X=INT(RND
*LEN(T$)+1):: X$=SEG$(T$,X,1
):: T$=SEG$(T$,1,X-1)&SEG$(T
$,X+1,255):: Y(J)=ASC(X$)
160 X=INT(RND*LEN(NN$)+1)::
X$=SEG$(NN$,X,1):: NN$=SEG$(
NN$,1,X-1)&SEG$(NN$,X+1,255)
:: S(J)=ASC(X$):: NEXT J ::
FOR J=1 TO T
170 Z(J)=INT(89*RND+10):: FO
R K=1 TO J-1 :: IF Z(J)=Z(K)
THEN 170
180 NEXT K :: NEXT J :: CALL
CLEAR :: CALL COLOR(3,16,1,
4,16,1)
190 FOR J=1 TO T :: CALL SCR
EEN(C(Y(J))): CALL SOUND(-9
99,110*S(J),0):: DISPLAY AT(
12,12):Z(J):: FOR D=1 TO DL
:: NEXT D :: NEXT J
200 CALL CLEAR :: CALL SCREE
N(16):: CALL COLOR(3,2,1,4,2
,1):: X=INT(3*RND+1):: W=INT
(T*RND+1):: ON X GOTO 210,23
0,210
210 IF X=1 THEN Q$=C$(Y(W))E
LSE IF X=3 THEN Q$=STR$(Z(W)
```

```
)
220 DISPLAY AT(12,1):"WHICH
WAS ";Q$ :: GOTO 240
230 CALL SOUND(1,30000,30)::
DISPLAY AT(12,1):"WHICH WAS
?" ; FOR D=1 TO 200 :: NEXT
D :: CALL SOUND(500,110*S(W
),0)
240 CALL CALLKEY(12,20,V$,K$
):: Q=ASC(K$)-48
250 IF Q=W THEN DISPLAY AT(1
5,12):"RIGHT!" ELSE DISPLAY
AT(15,12):"WRONG!"
260 IF Q=W THEN DL=DL-50 ELS
E DL=DL+50
270 IF DL<100 THEN DL=500 ::
T=T+1 :: V$=SEG$(W$,1,T)
280 GOTO 150
290 SUB CALLKEY(R,C,V$,K$)
300 CALL HCHAR(R,C+2,30):: F
OR T=1 TO 3 :: CALL KEY(0,K,
S):: IF S<>0 THEN 330
310 NEXT T :: CALL HCHAR(R,C
+2,20):: FOR T=1 TO 3 :: CAL
L KEY(0,K,S):: IF S<>0 THEN
330
320 NEXT T :: GOTO 300
330 IF POS(V$,CHR$(K),1)=0 T
HEN 300 ELSE K$=CHR$(K)
340 SUBEND
```

I have warned repeatedly over the years, in these Tips and in Micropendium and elsewhere, that printing program listings through the Funlweb Formatter usually results in garbled listings that cannot be keyed in correctly - but I still see the garbled listings published. Here is a fix to the Funlweb FO file that will partially solve the problem - Boot DSKU. Select 1. File Utilities. Select 5. Find String. Enter filename FO and the drive number. Enter H for hex. Enter the string 2A23214026. Enter replace string 7C2321605C. When the string is found, enter R for replace, then CTRL W, hit Enter twice to accept the defaults. Thereafter, use FCTN Z instead of & to under line, FCTN C instead of @ to double-strike, and FCTN A instead of \* to call a value added file. I don't know why

Texas Instruments didn't do that in the first place, and I wonder why the McGoverns didn't make that fix.

Now, can anyone tell me how to replace the ^, which tends to disappear, and the period, which will make the whole line disappear if it happens to be at the beginning of the line?

If you are one of the few who are still interested in recreational computing - the use of the computer to solve puzzles and math problems just for the fun of it - you might be interested in Recreational and Educational Computing, published 8 times a year at 909 Violet Terrace Clarks Summit PA 18411. The annual subscription is \$27. Program listings are in dialects of Basic other than TI but usually not hard to convert.

That is where I found this ridiculously short, simple and fast card shuffling routine.

```
100 DIM C(52)
110 FOR X=1 TO 52 :: C(X)=X
:: NEXT X
120 FOR X=52 TO 1 STEP -1 ::
I=INT(RND*X+1)
130 T=C(I):: C(I)=C(X):: C(X
)=T :: NEXT X
```

In the same place, I read a routine to extract a root to 16-digit accuracy instead of the 8 digits available on a PC from the basic formula  $ROOT=NUMBER^{(1/POWER)}$ . We don't need it - our obsolete 16k 16-bit computer can give us 14-digit accuracy from the basic formula!

The same publication gave me the idea for this little game -

```
100 DISPLAY AT(3,6)ERASE ALL
:"THE GAME OF N": "" You and
the computer will take tu
rns adding to a num-ber to
```

SPIRIT OF 99



```

reach a goal."
110 DISPLAY AT(8,1):"If you
reach the goal, you win. Yo
u get to go first and you sho
uld be able to win almost
every time."
120 RANDOMIZE :: N=INT(RND*1
5)+15 :: R=INT(4*RND+3):: S=
R+1 :: D=N-INT(N/S)*S :: T=0
130 DISPLAY AT(13,1):"The go
al is";N:"": "Maximum input i
s";R :: DISPLAY AT(19,1):RPT
$(" ",28*6)
140 DISPLAY AT(17,1):"Your n
umber?" :: ACCEPT AT(17,14)S
IZE(1)VALIDATE(DIGIT):A :: I
F A<1 OR A>R THEN DISPLAY AT
(15,1):" " :: GOTO 130
150 T=T+A :: DISPLAY AT(21,1
):"Total is";T :: IF T=N THE
N DISPLAY AT(23,1):"YOU WIN!
" :: GOSUB 190 :: GOTO 120
160 IF N-T<S THEN P=N-T :: T
=T+P :: DISPLAY AT(19,1):"Co
mputer adds";P :: DISPLAY AT
(21,1):"Total is";T :: DISPL
AY AT(23,1):"COMPUTER WINS!"
:: GOSUB 190 :: GOTO 120
170 IF T=0 THEN P=D ELSE IF
(N-T)/S=INT((N-T)/S) THEN P=I
NT(R*RND+1) ELSE Y=N-T :: P=Y
-INT(Y/S)*S
180 T=T+P :: DISPLAY AT(19,1
):"Computer adds";P :: DISPL
AY AT(21,1):"Total is";T ::
GOTO 140
190 DISPLAY AT(24,8):"PRESS
ANY KEY" :: DISPLAY AT(24,8)
:"press any key" :: CALL KEY
(0,K,S):: IF S=0 THEN 190 EL
SE T=0 :: RETURN

```

REC also printed a puzzle which seemed so simple that I could not see why. It goes like this -

A game show host shows you three curtains. Behind one is a new car, behind the other two are goats. You choose one. The host, who can peek behind the curtain, opens one of those you did not pick, and shows a goat. Then he offers to let you change your choice. Should you switch, stand pat, or does it make no difference?

You now have a 50-50 bet, so it makes no difference,

right? But some very distinguished mathematicians were saying you should switch, so I wrote this computer simulation to prove them wrong. Key it in, run it, and be surprised. Do figures lie? Do computers lie? Is there something wrong with my simulation?

```

100 CALL CLEAR
110 DATA CAR BEHIND,A PICKS,
HOST SHOWS,A WINS,B WINS,C W
INS
120 FOR J=1 TO 3 :: READ M$
:: DISPLAY AT(J,1):M$ :: NEX
T J :: FOR J=12 TO 14 :: REA
D M$ :: DISPLAY AT(J,1):M$ :
: NEXT J
130 FOR J=1 TO 1000 :: RANDO
MIZE :: X=INT(3*RND+1):: DIS
PLAY AT(1,13):X !RANDOMLY PL
ACE CAR
140 A=INT(3*RND+1):: DISPLAY
AT(2,13):A !PLAYER CHOOSES
150 D=INT(3*RND+1):: IF D=X
OR D=A THEN 150 :: DISPLAY A
T(3,13):D :: ! HOST PICKS CU
RTAIN WITH GOAT
160 IF A=X THEN AA=AA+1 :: D
ISPLAY AT(12,7):AA ! A DOES
NOT SWITCH
170 B=INT(3*RND+1):: IF B=A
OR B=D THEN 170
180 IF B=X THEN BB=BB+1 :: D
ISPLAY AT(13,7):BB ! B SWITC
HES
190 C=INT(3*RND+1):: IF C=D
THEN 190
200 IF C=X THEN CC=CC+1 :: D
ISPLAY AT(14,6):CC ! C CHOO
SES RANDOMLY
210 NEXT J

```

Here is an improved version of a program that was in a Tips long ago, to strip out the extra blanks from a Filled and Adjusted Funlweb Formatter file -

```

100 DISPLAY AT(3,6)ERASE ALL
:"TIGERCUB UNFILLER": "" : " To
remove extra spaces from": "
a TI-Writer text which has":
"been Filled and Adjusted by
"
110 DISPLAY AT(8,1):"the For
matter, prior to": "reformatt

```

```

ing."
120 DISPLAY AT(15,1):"Input
file? DSK" :: ACCEPT AT(15,1
6):IF$ :: OPEN #1:"DSK"&IF$,
INPUT
130 DISPLAY AT(17,1):"Output
file? DSK" :: ACCEPT AT(17,
17):OF$ :: OPEN #2:"DSK"&OF$
140 LINPUT #1:M$ :: P=1
150 X=POS(M$," ",P):: IF X=P
THEN P=P+1 :: GOTO 150
160 X=POS(M$," ",P):: IF X=
0 THEN PRINT #2:M$ :: GOTO 1
80
170 M$=SEG$(M$,1,X)&SEG$(M$,
X+2,255):: GOTO 160
180 IF EOF(1)<>1 THEN 140 ::
CLOSE #1 :: CLOSE #2

```

While a program is running, the computer periodically pauses for a fraction of a second to do a "garbage collection", getting rid of information it no longer needs, to make room in memory. If this pause occurs at a critical moment in program execution, it can cause problems. Thanks to the Sydney User Group in Australia, here is a CALL LOAD which will force a garbage collection just before that critical point -

```

CALL LOAD(-31885,144,"",-318
58,81,169,152,0)

```

Here is a neat one from Bruce Harrison. Key it in, (you can skip the lines that start with an asterisk) and assemble it, then use ALSAVE to imbed it in any program that opens a disk file. Put CALL LINK("DEVICE",DEV\$) at the beginning of the program and change any line reading OPEN #1:"DSK1.FILENAME" - or whatever - to read -

```

OPEN #1:DEV$&".FILENAME"

```

(don't forget the period before the filename!). Now you can load the program from any drive and it will open the file on that same drive!

```

* STRING ASSIGN DEVICE NAME
* PLACES DEVICE NAME IN AN
* XBASIC STRING

```

```

* HARRISON SOFTWARE
* 8 OCTOBER 1990
* FOR USE WITH ALSAVE AND XB
* TAKES ONLY 42 BYTES MEMORY
STRAS6 EQU >2010
WS EQU >20BA
DEF DEVICE
DEVICE
* USE OUR WORKSPACE
LWPI WS
* GET THE CRU BASE IN R12
MOV @>83D0,R12
* GET ROM ADDRESS FOR DEVICE
* IN R2
MOV @>83D2,R2
* ENABLE THE ROM
LDCR @ONES,0
* ADDING 4 PUTS US AT THE
* LENGTH BYTE
AI R2,4
* FIRST PARAMETER
LI R1,1
* NOT AN ARRAY VARIABLE
CLR R0
* ASSIGN DEVICE NAME TO A
* STRING
BLWP @STRAS6
* CLEAR CRU, DISABLE ROM
LDCR R0,0
* LOAD GPL WORKSPACE
LWPI >83E0
* RETURN TO GPL INTERPRETER
B @>006A
* WORD TO TURN ON ROM IN CRU
ONES DATA >0101
END

```

Getting short on memory, so more next time.

Jim Peterson

CaDD Electronics (81 Prescott Road, Raymond NH 03077, (603)895-0119 ) has announced the availability of RICH GKXB by Richard Lynn Gilbertson, for \$24.95 plus \$2 PP&M. This enhanced version of Extended Basic requires the use of a gram emulating device which supports the GK file header, such as the GRAM Kracker, Gramulator, and Geneve 9640. Users of the GRAM Karte may convert the GK file type to the GRAM Karte files with the "Universal GRAM File Converter" also available from CaDD.

Among other features, more than 40 new commands have been added to Extended Basic, as well as more than 150 combinations of commands executed with a single CALL for greater speed in execution, and even conditional combined commands in which the second part will only execute if the first part is true.

Rodger Merritt has developed a method of converting TIPS graphics into a form which can be printed from the TI-Writer or Funnelweb Editor (but not the Formatter), and a program called FIXEASE which makes it quite easy to combine these graphics with text in any combination, and even in color. He offers a flipped disk of 140 graphics for \$5 (plus PP&M, I presume) and has 30 such disks, available in several combinations and with a discount for the entire collection archived. The address is Comrodine, 1949 Evergreen Ave., Fullerton CA 92635.

Mike McCann's HQ\_STACKS for the Geneve is such an advanced program that I have no clear idea what it is all about, but it is said to offer a graphical user interface screen, browser-stackware editing environment, MDOS command line interface utility, built-in F7 pop-up windows help system, and HQ\_Stacks artwork resource program. If that sounds interesting, you can get a demo disk for \$10, which can then be applied to the \$49.95 total price of the main program and manual. The address is McCann Software, 4411 North 93rd St., Omaha NE 68134.

Bill Gaskill has produced a book called TIMELINE99, "celebrating 10 years of TI-99/4A computing excellence." This full-size 120-page spiral-bound volume, very neatly printed, covers the development of the computer by Texas Instruments, the rise and fall of the International 99/4A User Group, the many TI-oriented magazines that have come and gone, some of the books, the most important software, about 120 TI personalities, a chronology of events from 1979 to 1991, trivia, addresses of vendors, and deceased personalities. I think it is still available for \$18.00 postpaid. The address is 2310 Cypress Court, Grand Junction CO 81506.

Bill also publishes the TI-Base User, a newsletter designed to help you understand the popular TI-Base program. It costs \$20 per volume of 6 issues. Each issue contains at least a dozen pages, and each volume is accompanied by at least one disk of programs.



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# NEWSLETTER PRINTER

Review By Bob DeVilbiss

While at the Lima Fair I had the pleasure of attending a demonstration of a program called "Newsletter Printer". The program was written by Art Gibson and I understand it took Art two years to perfect. The program is written in assembly and Art included the complete manual of the assembly language utility docs which can be printed along with the NLP docs using the text formatter in FUNNELWEB.

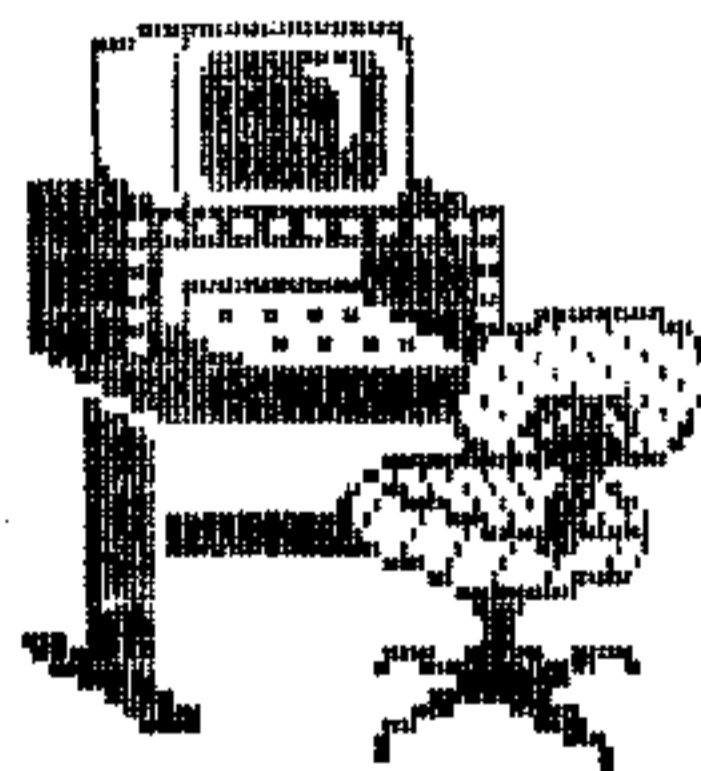
The program will print a newsletter or document in one or two columns, either in pica or condensed print. These options are accomplished by (.) dot commands and the print functions can be changed throughout the text. There are about 52 dot commands that are explained in the DOCS. A "DEMO" program is included on the disk and when printed will demonstrate some of the features of the program. Another neat feature of the program is the ability to insert graphics in the text provided they are a TI-Artist instance file.

A page view option is available which will show exactly how the text will appear when printed. Graphics can be seen only as vertical wavy lines on each side of the margins and letters will be displayed on the screen in what is known as a "greeked" format. The document is formatted in accordance with the formatting or dot commands that were embedded in the text.

Barry Boone's Archiver program has been included on the disk in order for NLP and UTIL1DOC to be unpacked. Art also included DM-1000 and a catalog program.

Hats off to Art for an outstanding job he has accomplished. Art has not put a price on his program, but I am sure he would be elated to receive a donation for all the time and effort that went into this very useful program. Art's address is:

Art Gibson  
439 W. Rockwood Street  
Rockwood, TN 37854  
615-354-1931



The above graphic was taken from the "TIPS" program and converted to a TI-Artist instance picture for a demonstration of the program.

---

SPEECH AND SUBTRACT  
 IN EXTENDED BASIC  
 by R.W. AUGUST

This program will help your children learn subtraction. It ask for the answer and gives the correct answer if entered wrong. The program will run in extended basic and is enhanced with speech synthesizer, but is not necessary for the program to run. Enjoy!!

```

100 ! SPEAK AND SUBTRACT
110 ! IN EXTENDED BASIC
120 ! BY R.W. AUGUST
130 CALL DEFS1(Z$):: CALL SP
GET("NUMBER",L$):: L=LEN(L$)
-L-3 :: S$=SEG$(L$,1,2)&CHR$
(L)&SEG$(L$,4,L):: NUM$=S$&Z
$
140 DISPLAY AT(4,3)REASE ALL
:"<< SPEAK AND SUBTRACT >>"
:: DISPLAY AT(8,1):"HELLO, I
LIKE TO WORK WITH": "NUMBE
RS. DO YOU?"
150 CALL SAY("HELLO.I+LIKE+T
O+WORK+WITH",NUM$,"DO+YOU")
160 DISPLAY AT(13,1):"OK, I
WILL GIVE YOU THE": "NUMBER
S AND YOU ENTER THE": "ANSW
ER."
170 CALL SAY("O+K,I+WILL+GIV
E+YOU+THE",NUM$,"AND+YOU+ENT
ER+THE+ANSWER"):: DISPLAY AT
(22,1):"PRESS ENTER WHEN REA
DY"
180 CALL SAY("PRESS+ENTER,WH
EN+RED+D")
190 CALL KEY(0,K,S):: IF K<>
13 THEN 190
200 FOR I=8 TO 22 :: CALL HC
HAR(I,1,32,32):: NEXT I
210 RANDOMIZE :: K1=INT(RND*
21):: K2=INT(RND*21):: IF K1
>K2 THEN 210 :: IF K1>9 THEN
230 ELSE CALL SPGET(STR$(K1
),K1$)
220 IF K2>9 THEN 280 ELSE CA
LL SPGET(SRT$(K2),K2$):: GOT
O 330
230 IF K1=10 THEN CALL SPGET
("TEN",K1$)ELSE IF K1=11 THE

```

```

N CALL SPGET("ELEVEN",K1$)EL
SE IF K1=12 THEN CALL SPGET(
"TWELVE",K1$)
240 IF K1=13 THEN CALL SPGET
("THIRTEEN",K1$)ELSE IF K1=1
4 THEN CALL SPGET("FOURTEEN"
,K1$)ELSE IF K1=15 THEN CALL
SPGET("FIFTEEN",K1$)
250 IF K1=16 THEN CALL SPGET
("SIX",K1$)ELSE IF K1=17 THE
N CALL SPGET("SEVEN",K1$)ELS
E IF K1=18 THEN CALL SPGET("
EIGHT",K1$)
260 IF K1=19 THEN CALL SPGET
("NINE",K1$)ELSE IF K1=20 TH
EN CALL SPGET("TWENTY",K1$)
270 IF K1<16 OR K1=20 THEN 2
20 ELSE CALL SPGET("TEEN",T$
):: K1$=K1$&T$ :: GOTO 220
280 IF K2=10 THEN CALL SPGET
("TEN",K2$)ELSE IF K2=11 THE
N CALL SPGET("ELEVEN",K2$)EL
SE IF K2=12 THEN CALL SPGET(
"TWELVE",K2$)
290 IF K2=13 THEN CALL SPGET
("THIRTEEN",K2$)ELSE IF K2=1
4 THEN CALL SPGET("FOURTEEN"
,K2$)ELSE IF K2=15 THEN CALL
SPGET("FIFTEEN",K2$)
300 IF K2=16 THEN CALL SPGET
("SIX",K2$)ELSE IF K2=17 THE
N CALL SPGET("SEVEN",K2$)ELS
E IF K2=18 THEN CALL SPGET("
EIGHT",K2$)
310 IF K2=19 THEN CALL SPGET
("NINE",K2$)ELSE IF K2=20 TH
EN CALL SPGET("TWENTY",K2$)
320 IF K2<16 OR K2=20 THEN 3
30 ELSE CALL SPGET("TEEN",T$
):: K2$=K2$&T$
330 CALL SAY("WHAT+IS",K2$,"
TAKE A+WAY",K1$):: DISPLAY A
T(12,1):"WHAT IS ";K2;" TAKE
AWAY";K1 :: K3=K2-K1
340 DISPLAY AT(15,9):K2;" -
";K1;" =" :: DISPLAY AT(24
,3):"** ANSWER ""S"" TO STOP
**"
350 ACCEPT AT(15,25)SIZE(2)V
ALIDATE(DIGIT,"S$"):K$ :: IF
K$="S" OR K$="s" THEN 430 E
LSE K=VAL(K$):: IF K3<10 THE
N 400
360 IF K3=10 THEN CALL SPGET
("TEN",K3$)ELSE IF K3=11 THE
N CALL SPGET("ELEVEN",K3$)EL
SE IF K3=12 THEN CALL SPGET(
"TWELVE",K3$)

```

```

370 IF K3=13 THEN CALL SPGET
("THIRTEEN",K3$)ELSE IF K3=1
4 THEN CALL SPGET("FOURTEEN"
,K3$)ELSE IF K3=15 THEN CALL
SPGET("FIFTEEN",K3$)
380 IF K3=16 THEN CALL SPGET
("SIX",K3$)ELSE IF K3=17 THE
N CALL SPGET("SEVEN",K3$)ELS
E IF K3=18 THEN CALL SPGET("
EIGHT",K3$)
390 IF K3=19 THEN CALL SPGET
("NINE",K3$)ELSE IF K3>15 TH
EN CALL SPGET("TEEN",T$):: K
3$=K3$&T$
400 IF K3>9 THEN 410 ELSE CA
LL SPGET(STR$(K3),K3$)
410 IF K<>K3 THEN 420 ELSE C
ALL SAY("#GOOD WORK#, THAT I
S RIGHT.....NOW"):: GOTO 210
420 CALL SAY("UHOH.THAT IS N

```

```

OT RIGHT..TRY",K3$):: GOTO 3
50
430 CALL SAY("#GOODBYE#")::
CALL CLEAR :: STOP
440 SUB DEFS1(A$)! NUMBERS
450 DATA 96,0,26
460 DATA 14,56,130,204,0
470 DATA 223,177,26,224,103
480 DATA 85,3,252,106,106
490 DATA 128,95,44,4,240
500 DATA 35,11,2,126,16,121
510 RESTORE 450
520 A$=""
530 FOR I=1 TO 29 :: READ A
:: A$=A$&CHR$(A):: NEXT I
540 SUBEND
550 END

```

The PUNN Newsletter - Portland, OR - June 1991

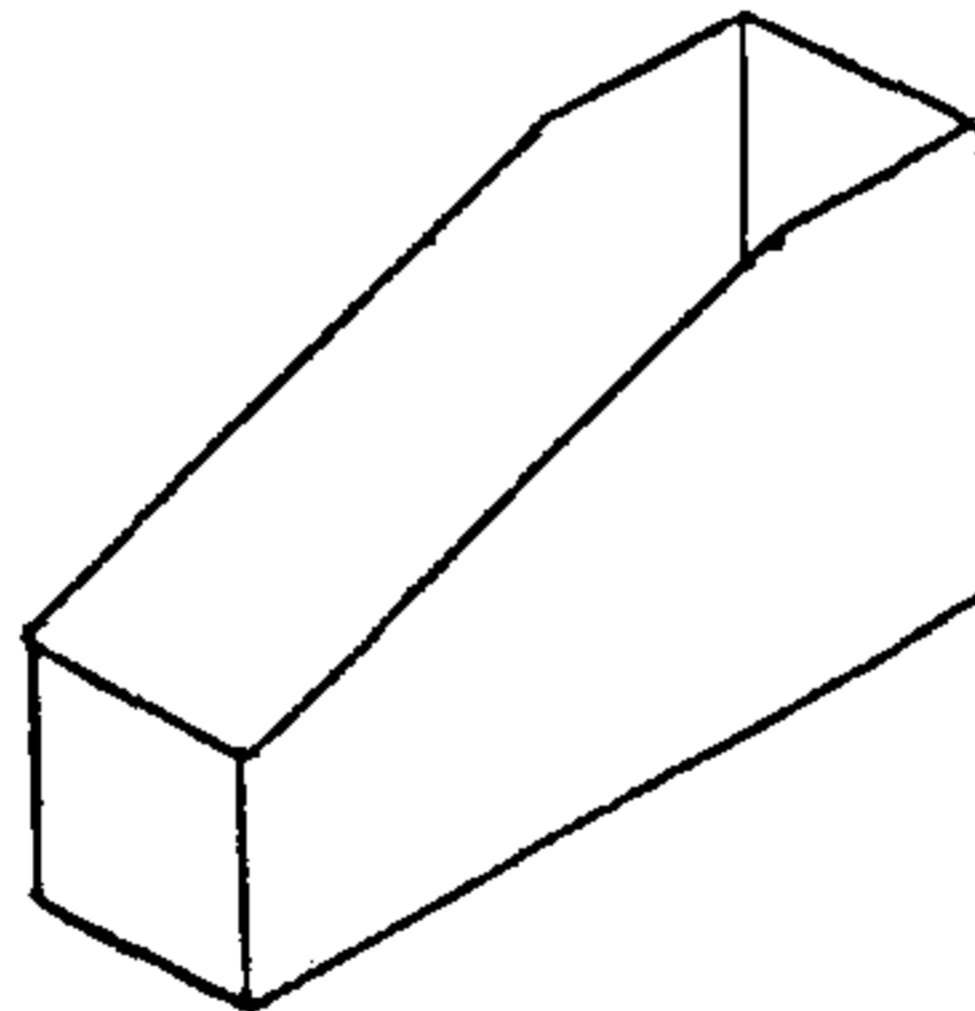
## HOW TO MAKE A DISKETTE CASE

by PHIL VAN NORDSTRANDB  
JOHNSON SPACE CENTER USERS GROUP

Do you have stacks of disks sitting around, some grouped with rubber bands?

Possibly you have fancy plastic cases but they don't always solve the problem of disk storage and organization. I have two plastic cases that hold more than 50 disks, but I save them for master disks and others that I don't ever use, leaving a problem of how to store the rest - the ones I want to be able to find in a hurry.

The solution I came up with is to make simple storage cases from empty dry food containers. I have one box for my TIPS disks, one for my GENIAL TRAVELER disks, one for my PR-BASE disks, and one for my TI-WRITER file disks, etc. They are a light weight, scaled down version of the magazine holders advertised at over \$3 each in an office supply catalog.



The boxes I use are about 5-5/8" deep and 2-1/4" wide. They hold about 20 disks and are made from Waverly cracker boxes. I also have one made from a Bisquick box that is slightly deeper.

They are made by cutting down the cardboard boxes to a height of about 4 inches. You can leave the sides straight and horizontal or you can be more elegant by curving the two wide sides or sloping them down to

about 3 inches high in front.

To make them look neat and hide the advertising, cover the sides with contact paper. I use the imitation wood grain paper, but anything goes.

I have also made cases for magazines and soft cover computer manuals from 9 inch boxes and cases for small software booklets from 6-1/2" deep boxes.

This article is a reprint  
from SPIRIT of 99 March 88.

Many of our  
members may have never seen  
it and may find use for it  
as I have. -ED

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 a while and we'll see what happens.

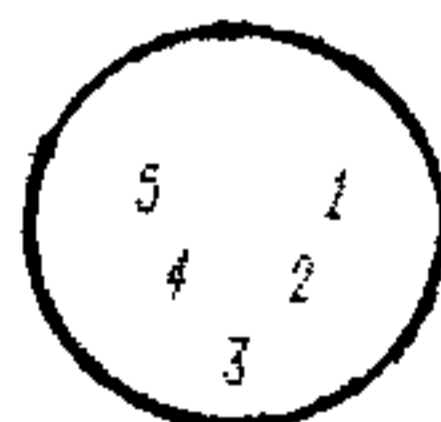
Let's just assume for instance that you like to play games on your computer. Or, maybe you have a favorite program that you like and run it quite often such as one of those cartridges like Personal Record Keeping, or one like Tax Investment Records, or Household Budget Management. As a matter of fact, 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. 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 video 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.

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 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. My first 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 Moduator. 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 the 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

View looking  
into the mod-  
ulator socket.

## THE RAVE PS/2 EXPANSION BOX

by Dave Ratcliffe, Harrisburg, PA.

At the 1990 TICOFF show, lots of people crowded around the RAVE99 table to get a 'first' look at the proposed RAVE PE/2 expansion box for the TI-99/4A and Geneve computers. What we saw was a prototype, set up to run a TI-99-4A and what a wonderful sight it was. No console, (Rave Keyboard Interface and computer mounted inside the box). hard drive (Myarc HFDC) and quiet! Several people ordered then and my order was submitted in April. Even though I did not receive the unit until January 1991, I am still very satisfied. Why? Because every step of the way, Rave's owner, John McDevitt, kept me informed of progress and setbacks. I knew going in that I was buying an as yet unfinished product and the manufacturers openness through the whole process was both refreshing and welcome. This is the second product I've purchased from Rave (keyboard interface was the first) and I have yet to be disappointed. Now on to the 'official' review..

There are 2 versions of the RAVE PS/2, The A and the B series. I purchased the A series, designed for the Geneve computer. The B version allows the use of both the TI-99/4A and Geneve computers IN THE SAME BOX, or just the TI alone. Since mine is for a Geneve, the following description is of the PS/2-A version except where noted.

The cabinet is made by Magitronics and contains a 200 watt fully regulated power supply. There is room for 3 5.25" half high drives and 1 3.5" floppy drive all in externally accessible drive bays. The 3.5" floppy space is not available if the Rave Keyboard interface is used (PS/2-B version). The 5.25" ares can hold 1 full heigh and 1 half high if desired. Additionally, there is internal space for a vertical mounted 3.5" hard drive behind the front panel and adjacent to the 5.25" bay. Let me assure you, the power supply is fully capable of running all of these devices as well as the CPU and all related cards. While the power supply contains a cooling fan, RAVE saw fit to install a second fan in front of the card rack that moves air directly across the expansion cards providing extra cooling capacity.

The card rack is a well designed unit and even includes a removable section to make room for the internal 3.5" hard drive. The backplane shows good design and workmanship and all jumpers are laid out well with easy access. One bad note here, while the documentation refers to numbered pins at the jumber selection points, no numbers are printed on the board. After a quick call to John I found out that the pin closest to the front at all jumper locations is pin #1. For the Geneve, there is a small wiring harness that requires a bit of soldering to install. It will connect front panel reset switch to the Geneve card to provide a HARD reset when needed. An additional connection provides for use of the front panel KEYLOCK switch.

The backplane comes with 5 16 bit slots (#'s 1,2,6,7 and 8) and 3 8 bit slots (#'s 3,4 and 5). There is a reason for this. You have the option of removing your cards from the clamshells or leave them in. If you choose the latter, you'll need to use slots 3,4 and 5 since the clamshells have no opening for the extra connections in the other

positions. Those 3 positions can be made into 16 bit if desired. I purchased the extra connectors with my unit but have not installed them yet. One note here. At present, there exists no hardware to utilize the full 16 bit backplane. This is provided as a possible expansion route for the future.

The front panel contains 2 push button switches, 1 keylock switch and 3 LED's. The 2 buttons are RESET (obvious purpose) and TURBO (inactive with the Geneve, used to pause the CPU in the TI version). The keyswitch is used to disable the system when locked. 2 keys are provided with the unit. The TURBO LED (yellow) indicates bus activity. Since all cards are in the back of the box, there is no way to see their respective activity lights. This LED is a suitable replacement. The HDD LED (red) indicates hard drive activity. A pigtail with plug is provided to connect this to your hard drive. The POWER LED (green) serves an obvious purpose. The power switch is at the lower right front corner of the box.

The rear apron contains the openings for the card rack, a jack for the AC line, a jack for running power to a monitor, a 110/220 VAC selector switch, the power supply cooling fan and 2 knockouts for DB-25 and DB-9 connectors (not used).

With the exception of the front panel, the entire box is heavy gague steel and very rugged. There are 4 rubber feet attached to the bottom. *Dimensions of the entire unit are 7"H x 15"W x 16 1/4"D.*

Many existing expansion cards will have to be modified for use in the RAVE expansion box but the mod is very simple and requires only 2 solder joints per card and a bit of wire. Here's the explanation. The TI P-Box was a power monster. It put out well over the 12 volts needed by the cards. In order to keep the cards from self-destroying, the manufactures installed voltage regulators on their cards to hold the incoming voltage at 12V. The excess voltage was bled off as heat. The RAVE box uses a tightly regulated supply that requires no such extra regulation. Extra regulators can, in fact, cause minor problems. So, a jumper is installed across the existing regulator to take it out of the circuit. Cards modified this way cannot be used in a TI P-Box until the mod is removed! Removal, however, is as simple as cutting a wire. The manual contains adequate descriptions of how to do the mod and what to look for as well as a list of cards that do not require the change.

Now comes the critique. Internally, the unit is well laid out with plenty of room for running cables and naneuvering. Airflow is adequate for keeping things kool. The box, while a bit large compared to the TI P-box, is attractive. My documentation for the unit is admittedly preliminary and John tells me it will be improved so I'll skip over that.

I have only one nit to pick with RAVE. The manual recommends the removal of the clamshells around cards to help them remain cool. Unfortunately, the clamshells are also used to hold the cards in place in the card rack. Without the clamshell, the cards tend to wobble in the edge connectors. With nothing inside the cover to hold the cards in place and nothing to keep them from moving sideways, it is possible for a card to come partially out of the socket with disastrous results. This is more of a danger to cards with cables connecting them to the



outside world, like Geneves and serial cards. My solution was to glue 2 strips of resilient foam inside the cabinet cover, over the edge connectors and perpendicular to the cards. This effectively holds the cards in their sockets and keeps them from moving sideways as well. Since I set my P-Box in a "Tower" configuration, this modification was doubly necessary. I sent a sample of the material I used in hopes that he will add it to future versions.

I have been asked how much I paid. My answer is that it is no longer a valid price for the unit in April of '90. Several modifications and upgrades have since been made to the initial design that have changed the price upwards. Those of us who pre-paid were locked in with no future charges. For an accurate current price, contact:

RAVES Co.  
112 Rambling Road  
Vernon, CT 06066

or call John McDevitt after 7pm at (203)871-7824

Finally, the grade. I can't grade the documentation properly since what I received was very preliminary. On that basis, I'd say:

Documentation - b+

On the PS/2-A, taking into account workmanship and functionality, I'll say:

Product - A

On RAVE's customer relations, counting willingness to communicate, honesty and willingness to listen, a definite:

Customer Relations - A+

Do I like what I got? Yes  
Would I recommend it to others? Yes  
Was it worth the wait? Yes

\*>> Dave <<\*

\*\*\*\*\*

"MOST OF US KNOW HOW TO SAY NOTHING -  
FEW OF US KNOW WHEN."

\*\*\*\*\*

PIXEASE FROM COMPRODINE  
REVIEW BY DEANNA SHERIDAN - NORTHCOAST 99ERS - CLEVELAND

Tiers seem to be on an eternal quest to find ways of mixing text and graphics,



and Rodger Merritt of Comprodine has brought us PIXEASE to intermix pictures in TI Writer files. He takes a little different approach than most, and I have mixed feelings about the results.

In January, I wrote an article which I entitled "Color Printers and the TI". This was also a tutorial on how to place graphics where you wanted and have text "flow" around them by using the REVERSE LINE FEED feature which most of the newer printers support. Rodger has something similar with PIXEASE. The main difference between his approach and the one I took, is that with mine, you had to do some calculations to get the proper line spacing, and it could take some time to get everything just where you wanted it



In the case of PIXEASE, Rodger has taken the TIPS graphic pictures and transformed them into a format which can be read by TI-Writer or Funnelweb editors. Note, I said editors, not formatters. When you print from the editor, it recognizes CTRL U codes but not transliterates, so you are limited

in some of the formatting you can do and still use the PIXEASE on a disk and each disk is a \$5.00, you get 140 pictures. They category, and I had difficulty I thought I would use. There are a total of 30 disks taken from the TIPS graphics by Ron Wolcott. I guess with the almost unlimited variety of TIPS graphics available now that GIC is out, I would much prefer to be able to purchase the program which creates the TI-Writer/Funnelweb file so that I could have just the graphics I know I would use.



In order to use the program, simply start typing in your text as I have done here. Then decide where and what kind of pictures you would like to insert. Up to 40 pictures can be loaded at once and up to 10 pictures can be printed side-by-side. Color codes can be added to make each picture a different color.

To insert pictures at either the left or right margins, simply go to the TAB function and place the tab 10 spaces from the left or right margins and reformat the remainder of the paragraph. Then load the picture after the last

line of text where you want the picture to print. When the graphic is loaded, go to the first line, the third character over and change the margin setting according to a chart provided with the pictures. To insert a picture in the middle of the paragraph, go to the line and column where you would like to place the graphic. Type in 10 X's and reformat. Do that for five lines. Then erase the X's and load the graphic and change the margin.

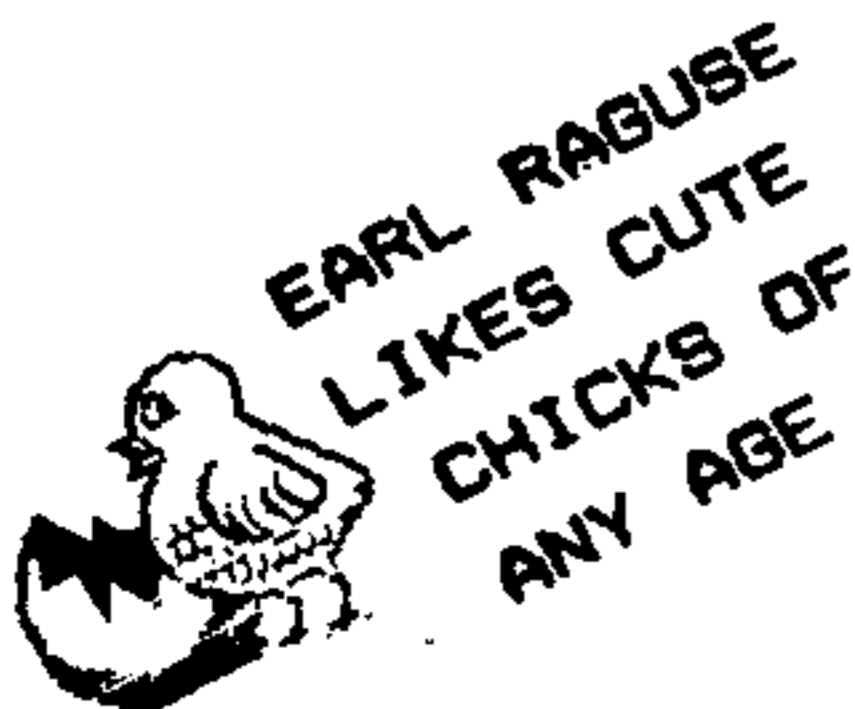


You can purchase these disks in several combinations and get discounts for buying the entire collection archived. Contact Comprodine (Rodger Merritt) 1949 Evergreen Avenue, Fullerton, CA 92635



## How to know you are growing older

Everything hurts, and what doesn't hurt, doesn't work....  
The gleam in your eye is from the sun hitting your bifocals....  
You feel like the night before, and you haven't been anywhere...  
Your little black book contains only names ending in M.D.  
You get winded playing cards...  
Your children begin to look middle aged...  
You join a health club, and don't go...  
A dripping faucet causes an uncontrollable bladder urge...  
You know all the answers, but nobody asks you any of the  
questions...  
You look forward to a dull evening...  
You need glasses to find your glasses...  
You turn out the light for economic, rather than romantic  
reasons...  
You sit in a rocking chair, and can't get it going...  
Your knees buckle, but your belt won't...  
Your back goes out more than you do...  
You have too much room in the house, but not enough in the  
medicine chest....  
You sink your teeth in a steak, and they stay there...  
You are wondering why more people aren't using this size print...



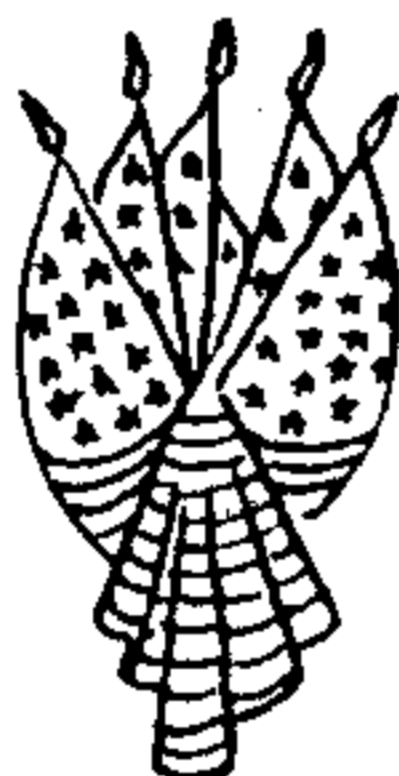
**MEETING DATES  
FOR  
1991-1992**

**C.O.N.N.I. BOARD MEMBERS**

3RD SATURDAY  
SUNDAY 21 JUL 1991 --PICNIC--  
17 AUG 1991 BLENDON WOODS  
21 SEP 1991  
19 OCT 1991  
16 NOV 1991  
21 DEC 1991  
18 JAN 1992  
15 FEB 1992  
21 MAR 1992  
18 APR 1992  
16 MAY 1992  
20 JUN 1992

4TH WEDNESDAY  
24 JUL 1991  
28 AUG 1991  
23 SEP 1991  
28 OCT 1991  
25 NOV 1991  
23 DEC 1991

Pres. - Chuck Grimes 614/268-8821  
Treas - Everett Wade 614/262-6346  
Sec/Sat - Jim Peterson 614/235-3545  
Sec/Wed - Dick Beery 614/459-3597  
Membership - Harley Ryan 614/231-1497  
Librarian - Chuck Grimes 614/268-8821  
Disk - David Truesdale 614/238-0719  
Cassette - Everett Wade 614/262-6346  
Cartridge - Jim Seitz 614/875-5519  
NL Exchange - Jean Hall 614/885-4223  
Chuck's BBS 614/268-1994  
TIABS BBS 614/852-4579  
Vice Pres. - Bill Sheppard 614/881-5742  
Spirit of 99 BBS 614/263-3412  
Irwin Hott 614/263-5319  
Dick Beery 614/459-3597  
Co-Editors/Spirit of 99 Newsletter  
Jean Hall 614/885-4223  
Bob DeVilbiss 614/891-0566



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