

# Spirit of 99

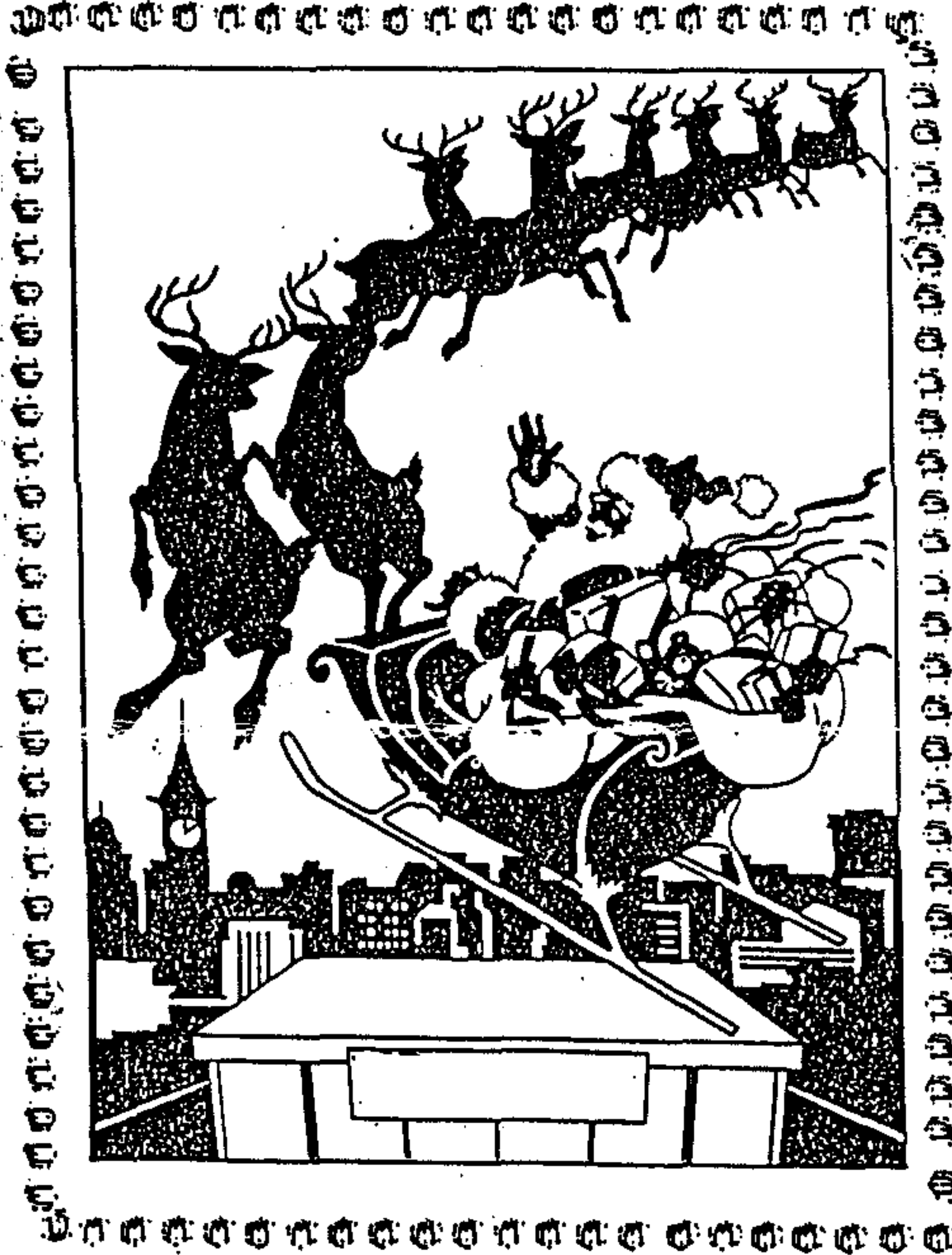
CENTRAL OHIO



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Abstract, 2540  
Olentangy River Road  
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179 Erie Road  
Columbus, OH 43214

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Saturday, Nov. 20, 1993.

Eleven members of C.O.N.N.I. met in the library at Chemical Abstracts. 9AM to 11:40 AM

President John Parkins apologized for last month's booboo which prevented our using the large monitor supplied by the facility. This month we will be able to make full use of the equipment provided.

Dick Beery reported having been contacted by a T.I. owner interested in learning more about the group and what it has to offer. Jean Hall agreed to send informational materials and several back-issue newsletters to Anthony Silveira. It is hoped that Mr. Silveira will join us. Dick pointed out that Mr. Silveira's call had first gone to former president Dave Truesdale, owing to the fact that the phone number listed in the Sunday Dispatch's Community Datebook had not been changed. It was also noted that the listing still mentions the Wednesday meeting at McDonald's, which is no longer held. John Parkins volunteered to notify the Dispatch to make the changes.

Discussion took place regarding the BBS. Also discussed were the system donated several months ago by Bob Van Gastle, as well as two televisions donated by another individual for use as monitors. No decision was reached regarding the best uses for these, and the matter was tabled for discussion at a later time.

There was no Treasurer's report.

Ken Marshall listed the contents of D.O.M. #75. Side A has brain games from Jim Peterson, DM221--a disk manager for the Geneve only, programs and docs from Micropendium, and the Reader file. Side B contains some other Peterson games; Re-Diskit--which is not new but is extremely useful, and it was felt that many newer members might not be aware of it; and Mozart's Nannerl music--an inadvertent repeat from Disk 73. Ken promised to provide the membership with a two-disk offering (same price as for one) early in 1994, to make up for the error.

Finally, John Parkins and Dick Beery collaborated on a demonstration of Asgard's splendid word-processor First Draft/Final Choice, programmed by Art Gibson.

Respectfully submitted, Dick Beery, Co-Secretary

FROM THE  
SECRETARY



## DUES ANNOUNCEMENT

Local dues are usually paid at or before the March meeting, and are \$20 per year for full membership, library and voting privileges, plus the newsletter. You may also pay your dues in two installments if desired: \$10 in March and \$10 in September. Those who join during other months of the year pay a lesser, pro-rated amount:

MAR-20.00 APR-18.33 MAY-16.67 JUN-15.00 JUL-13.33 AUG-11.67 SEP-10.00 OCT-8.33 NOV-6.67 DEC-5.00 JAN-3.33 FEB-1.67

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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-Miners, Inc.-- No newsletter published in August.-- January newsletter is an index of all articles published during the previous year.-- 10-SSSD "flippy" DOM's published annually.-- At times, two diskettes depending on the availability of new material.--the NL is mailed 1st of the month-- DOM is mailed about the middle of the month.

### SUBSCRIPTION RATES

Annual membership including newsletter:

\$20 (U.S.A.)

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THE FACTS ABOUT TI MEMORY SYSTEMS  
AN EDITORIAL

Over the last six months there has been a lot of noise on the computer networks and in user group newsletters on issues related to extended memory cards for the 99/4A. Some people have blatantly asked people to come out and choose sides on a very complex issue without understanding what they are choosing. In fact, what should be a pretty objective decision has been turned into an emotional gut-churner - a question decided by loyalties, petty rivalries, lies and innuendo.

Frankly, this is why we are in the situation we are in today - and why companies like Myarc and Corcomp left the community. Everything technical debate gets turned into a personal vendetta, thinly disguised ambition is allowed to prevail over substance, and the community eats its young yet again.

When I set out almost 3 years ago with a really talented bunch of guys to put together a new kind of memory card for the 99/4A, I had believed that the community had finally outgrown that kind of thing. I was wrong. Seeing all of this stuff all over again has made me seriously consider throwing in the towel once and for all.

Why? Because everything we've done with these cards has either been ignored, mis-represented, or labeled as too "controversial" or "not ready for prime time".

For 8 months we've been mailing out press releases, articles and newsletters about our memory cards that apparently no one is reading, and user groups aren't re-printing or even reporting on. The only reference to what we've done that I ever see in print is usually in an article about our competitors, or in an editorial that simply says that there has been a "debate" and that it has "gotten out of hand".

This is simply ridiculous.

This is the most important thing I've been involved with in the 10 years I've been in this community, and unless the community gives this a fair hearing, well, I guess it's finally time to cut my losses.

Here is my last attempt to get the unvarnished facts out in front of you, the reader.

1. The Asgard Memory System (AMS) is available NOW - it is NOT still in "development". We announced the product the day it was commercially available for sale, and in stock. In the last 8 months, we've been refining the product, writing software, and working on the next generation card. Our only competitor announced their product over a year ago, and have yet to release more than press notices (which all seem to be faithfully reprinted everywhere). It is pretty hard to compete against something that so far exists only on paper - especially when the unreleased product gets more press than the one that you can buy today!
2. We started AMS almost 3 years ago - long before there ever was a "National Committee for TI Standards". This so-called committee has never met more than once, doesn't include most of the TI hardware or software developers in the U.S., much less the rest of the world, and has produced a specification for memory systems without any real debate, which endorses our competitor's plans. Before we had a chance to object, it was the declared "standard". Can you say "railroaded"?
3. Our memory system was designed to the only standard TI ever made for extended memory on the 99/4A - the one used in the TI-99/8. In fact, the guy who DESIGNED the TI-99/8 said our design was identical to the one TI specified.
4. Because our design was built to TI's specifications, it doesn't conflict with any other card in the P-BOX - except a 32K card. You can plug it in and your Horizon RAM-disk, Myarc HFDC, or anything else you have will still work fine.
5. Our design uses standard, off-the-shelf components. EVERY other extended memory design uses lots of custom ICs, and even more custom programming (as in a big DSR). Custom parts not only drive up the development time, they also drive up the cost, and guarantee that the design remains proprietary. By using off-the-shelf parts, we keep the price down, and guarantee competition. Remember how much TI used to charge for the 32K card when they were the only one making them?

We designed our system to the "KISS" method - "Keep It Simple, Sam".

THE FACTS ABOUT TI MEMORY SYSTEMS  
AN EDITORIAL (Continued)

6. Our system is tried and tested. We use the exact same "memory mapper" (the chip that controls the computers use of memory) that TI used in their 99/8, their 9900 minicomputers, and that IBM used in the very first IBM PCs. This component has been available for 10 years - all "bugs" in it have long been removed.
7. Everything about our system is "open". Anyone can write a program for it or enhance it - the hardware and software specifications are available free of charge. Heck, the 5-disk development system we've spent the last 18 months writing is even fairware - and posted on the bulletin boards.
8. The AMS is very fast. It can switch pages over 10 times faster than any competitor, and with little program code (even in Assembly). Why is speed important? If you are sorting 512K of data, or loading 512K of pictures, you'll notice the speed - in fact, you'll notice the other system is less than half the speed.
9. Our system doesn't have its software in a DSR - and we are proud of it! Why?
  - A. We found that putting the operating software in a DSR makes it run much slower than if it was in RAM - and really doesn't give any benefit to the programmer or the user.
  - B. Any DSR increases the chance for compatibility problems - who wants to waste time finding problems with Myarc cards?
  - C. A DSR is "fixed". If you find a bug in it, the only way to correct it is to replace it. Consider all the pain Myarc users have gone through with EPROM upgrades of the HFDC and the Geneve.
  - D. If programs are written to work around a DSR bug, they may not work when the DSR is fixed.
  - E. If the software to use the card is built into each program, than the only thing we have to do to correct a bug is issue an upgrade. Old programs written for earlier versions of our operating system software would continue to work fine, and new programs could take advantage of new features without worrying about hardware compatibility problems - since the operating system isn't in hardware.
  - F. Why do you think Microsoft and Apple load their operating systems from disk, and not from ROM chips?
10. We have a complete set of development tools available NOW. Even if our competitors released their card today, it would be a year before they had a system that was as easy as ours is for programmers. Because our software was designed before our hardware, we were able to design a "programmer friendly" system that is far easier to program than any other extended memory system. This is important - as so many people have said, who wants a memory card there are no programs for?

In the last 8 months since we released our first AMS card we've released 2 software packages that take advantage of the card (including the word processor FIRST DRAFT), and software from other people has started to appear. Around 20 AMS cards are in the hands of developers around the world.

Is any of this news? Apparently not - I've seen few of the facts above in print anywhere, even though we've put them in a half-dozen articles.

The facts, on their own merit, should be compelling enough for people to put aside their differences and really weigh the benefits of what we've done - instead of consigning it as some "curiosity", or ignoring it.

We wanted to put together something that was cheap enough to build that every TI user could have one, and yet was simple enough to write programs for that every TI programmer could do so. I think we've done that. If the TI world isn't interested at this point, doesn't care, or wants to keep waiting for fantasies, well, I can take a hint.

Thank you.

Chris Bobbitt  
July 2, 1993



[This article originally appeared in the User Group of Orange County, California ROM]

### Welcome to TI Bits

Each month TI Bits will bring you product reviews, programming notes, TI99/4A tidbits, comments, quotes and miscellanea. Your questions, suggestions, reactions and comments are always welcome.

### Quotes of the Month

The computer is no better than its program.

—Elting Elmore Morison, 1966

And for the support of this Declaration, with a firm reliance on the protection of Divine Providence, we mutually pledge to each other our Lives, our Fortunes and our sacred Honor.

—Last Sentence of the Declaration of Independence

### Shareware Review: FAS-TRAN

FAS-TRAN is a shareware item offered by Bill Harms. This program is a checkbook recapper/planner. You enter your checks by category and FAS-TRAN helps you keep records for taxes and budgeting. Requirements are Extended BASIC, 32K and at one disk drive. A printer makes the program more useful.

The program comes with 70 pre-selected categories but you can change them or add new ones. It will accept a total of 99 categories. It will print out reports on your transactions including a very useful year to date recap. You can sort your file by date, transaction number (check number) or category as needed. You can save your files in a special format that can be read by MULTIPLAN!

It contains a spread sheet option as well as a calculator you can call into a window when working on the spreadsheet.

FAS-TRAN takes up two 8S/SD disks and comes complete with sample files and documentation. There are simply too many features to discuss here. If the program has a weakness, it is the documentation. It takes a bit of reading to get thru. Otherwise, this is a fine program. If you need a home budget tool, give FAS-TRAN serious consideration.

To get FAS-TRAN send \$5 or 2 initialized disks and a postage paid return mailer to Bill Harms, 8527 Hayes Court, Chino CA 91710. It may be in our library by the time you read this.

### Did You Know?

When Disk Manager 2 formats a disk it verifies each sector (you knew that). What was new to me was that if it finds a bad sector, DM2 locks it off. This allows you to use the disk, with slightly less storage space. (Source: a letter in MICROpendium - personally verified)

### The Best Freeware

COMPUTE did a survey on CompuServe of the best free programs. The five TI99/4A winners were:

FAST-TERM (terminal emulator)  
DISK MANAGER 1000  
FUNL-WRITER  
NEATLIST  
MASS-COPY

All of these are available from our UG library.

General Electric has entered the computer network service field with GENie. This service costs a bit less than CompuServe or the Source — \$5 an hour at 300 or 1200 baud (during off hours). It has a TI99/4A section. The sign-up cost is \$18 which includes a manual.

For more information and an on line demo, set your equipment to half duplex and call 1/800/838/8369. Once you are connected, enter HH. At the <U> prompt, enter <5JM11999,GENIE>. Using your modem and terminal emulator software, you can find out more about GENie and, if you wish, sign up.

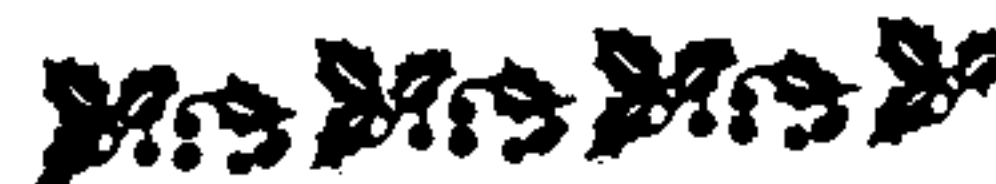
PS: If you do not have it, an excellent shareware terminal emulator program is FAST-TERM. Available from our library.

### When Your Computer Doesn't

TI no longer provides local product exchange for TI99/4A's but they will do it by mail. You send your computer to Lubbock, Texas. As of this writing (June 10) the cost is about \$35 (including tax and handling). Call 1-800-TI-CARES for current costs and instructions.

Mine has been giving me fits so I am sending it off to Lubbock. I will let you know what happened next month.

Meanwhile, I am stopping here while it is still running!



Thanks LIMA

FUNNELWEB V5 40 COLUMN EDITOR UPDATE:

A FIX FOR THE "FAILURE TO EXIT PROPERLY" PROBLEM.

a letter to the editor from Tony McGovern dated Aug 26

The "late July" Funnelweb v5 40 column editor was distributed with the August/September 1993 Lima newsletter. Several recipients of this software have reported the base line editor (not the one with All Chars and hard disk support) does not exit properly. Here is the fix, directly from Funnelweb's author.

"The old VRI value bug managed to sneak back into the base line 40 col ED. Use Disk Review or a sector editor to change >3081 in file ED (on the distribution disk it is called file ED/40) to >B081. A file search for string 3081 will find it at byte 6 of sector >10 (decimal 16). This is the one that does not appear on 80 column systems. Causes lockup on exit in 40 column systems. I will post notices to COMP.SYS.TI and on Delphi TI forum."

Another problem with the "late July" 40 column editors is the failure of R(eplace) S(string) to work properly with word wrap turned off (ie. when showing an open cursor). This problem has not yet (Sept 15) been fixed. Replace String works properly with the 80 column v5 editor.

\*\*\*DONE\*\*\*

# Word Processing #1

Thanks TISHUG

by Col Christensen, TIBUG Brisbane

This tutorial on word processing on the 99/4A is aimed at the newcomer as well as the not so new user. Word Processing has so many facets that it would be impossible to assimilate all the knowledge the first time through. For that reason I suggest that whether you are a beginner or an expert, you should reread this series or the TI-Writer manual from time to time. There is always something new, maybe a tip or maybe a whole procedure, that you can make use of. I do not claim to be an expert but through research into the manual and by testing out "new" and previously unused features, I feel now qualified to present this series. I have attempted to make it as simple but precise as possible in an effort to smooth the way on the newcomers bumpy road.

## WHAT DO I NEED?

TI-Writer, the word processor published by Texas Instruments in 1982 came in the form of a sizeable hard covered manual, a solid state cartridge, one disk housing the Editor and Formatter programs and practice examples and a keyboard overlay. As a newcomer to word processing you should have, apart from the actual software, two important items. One is the keyboard OVERLAY to show the relevant keypresses for the top row of keys, and the other is this tutorial as a guide. The TI-Writer Manual is also useful but a little harder to locate a particular topic in it. Obviously you will already have an expanded system with disk drives and a printer connected to the system.

The word processor (WP) program you will be using will most likely not be the original TI one. Most everybody today uses the editor program supplied with and loaded through Tony McGovern's FUNNELWEB program. Tony has spent days and weeks and months on each upgrade to the original word processor program and there have been quite a number of upgraded versions. This software is FAIRWARE and users need to send off to Tony a reasonable payment if they have not already done so as some recompense for all his efforts. Let's face it, you probably will use your computer for word processing more than anything else. With FUNNELWEB you not only get a top notch word processor but a computer operating system as well. From here on I shall use the abbreviation WP for Tony's version of the word processor as the term TI-Writer is not now appropriate.

## TEXT EDITOR

To start with, you need to know the two modes in which you use the WP, the Command mode and the Editor mode.

### THE COMMAND MODE

When the WP first loads you see the cursor at the top left of the screen on what is screen line 2 with some command names shown on the line above. This is the COMMAND mode. On this line you type commands that allow you to do something with the document you have written. In the Command mode you have a selection of over a dozen one-letter or two-letter commands to process the text but more about these later. Pressing <E> for edit takes you from the Command mode to the Edit mode.

### THE EDIT MODE

When in the EDIT mode, the top line of command prompts disappears and the whole 24 screen lines can be used for typing text. It's in this mode that you will spend most of your WP time. Pressing FCTN/9 takes you from the Edit mode back to the Command mode. Now let's try that again on the keyboard. From the Command mode press <E> to go to the Edit mode and from the Edit mode press FCTN/9 to escape to the Command mode. In the Edit mode there are quite a number of keypress combinations that facilitate different operations but more later on these, too.

One small problem with most computers using TVs as monitors, and the 4A is no exception, is the limitation on the width of the screen when compared with normal paper width. Your printer under most conditions will be required to print 80 characters on each line. But the WP screen is only 40 characters wide so a system of windowing is used. We can have a line 80 characters long but we cannot see all of it at once. Three screen windows are used and they show columns 0 to 39 (left half), 20 to 59 (middle half) and 40 to 79 (right half) respectively. The program starts up with the left window showing on the screen, but further presses of the FCTN/5 key bring up the next window in the sequence left, middle, right, left, middle, right, etc.

## WORD WRAP

Word wrap mode can be turned off or on using the CTRL/O (that is a zero) key combination. By CTRL/O I mean that you hold down the CTRL key while you tap the O key once. Word wrap is ON when the WP first begins and an indication of this mode is the appearance of the cursor, a SOLID rectangle. With word wrap ON, typing continues across the screen to the right tab position then automatically restarts on the next line at the left tab position. If at the end of a line only part of a word will fit, the whole word is automatically moved to the beginning of the next line. Another effect also is when typing continues to and past the right edge of the screen the screen flips to display the next window.

With word wrap OFF the cursor appears as a HOLLOW rectangle. In this mode typing continues across the screen to the right tab position only and will not drop to the start of the next line unless <ENTER> is pressed.

## SETTING THE TABS

Tab settings control the way your document appears on the screen. As well as the standard tab position presets, you can also preset the Left margin tab, the Right margin tab and the paragraph Indentation tab. The Indent tab sets the position or column on the screen that a new paragraph begins at. The Right tab sets the screen column past which typing is not allowed and the Left tab defines the column where each line of text begins at near the left of the screen.

To set the tabs go to the Command mode and press <T> for Tabs. You will see above the cursor a numberline that starts at an invisible 0 and extends to the number 79 (that you would see if you window across to the right window). On this line certain letters are placed to indicate the tab settings required. "L" is for left margin, "R" is for right margin, "I" is for paragraph indenting and "T" is for tab.

Under the Tab line is the cursor on top of the letter "L". That seems a suitable place for the left margin so leave the "L" there and move the cursor over to position number 5. Type an "I" over the "T" here to indicate the position for paragraph indentation. Suppose, for example, in typing a document you do not want to have the WP flipping from one window to the next all the time. You can overcome this with a prudent setting of the right margin. Put an "R" for right at position 39. Then all typing will take place on the left screen window.

Tab position presets are fixed by using the letter "T" where required on the tab ruler. You can blank out any unwanted "T"s still showing between the "L" and the "R" settings. If (FCTN/7) is pressed when typing, the cursor will jump to the next "T" setting on that screen line. Use this facility when typing lists or tables in vertical columns. If two or more "L" settings are entered, the rightmost of them only is accepted and, in similar vein, of multiple "R" settings, the leftmost one is accepted.

Whenever you save a document to disk, the tab settings will be saved with it. Conversely, whenever



you load a saved document from disk the tab settings will be retrieved with it and will be in effect when the loaded text appears on the screen.

After setting tabs, you must hit <ENTER> to confirm the settings and you will be returned to the Edit mode with the cursor at the point where it was just before escaping to the Command mode.

### SCREEN COLOUR SELECTION

The default screen colours are white characters on a blue background but you can toggle through a selection of 10 colour combinations by successive presses of CTRL/3.

### TRYING IT OUT

Now let's see what we can do with what we have seen so far. I hope you are making a list of the special keypresses mentioned to keep for future reference. Not all those mentioned will be found on the overlay.

Starting from first loading the WP, the cursor appears in the Command mode on screen line 2. First set the tabs as above or to your liking. Remember to press <T> to access the tab numberline. When done press <ENTER>. What mode are we now in? Yes, the Edit mode where we can type to our hearts content. But what is this? You have probably set a paragraph indent tab somewhere in from the left margin and the cursor is at the left margin setting on the screen. Well, the computer is not dumb. You have not told it that you are to begin a new paragraph. So press <ENTER>, the signal in the Edit mode to end a paragraph, and there is the cursor at the correct indent position on the second line.

Notice the line numbers down the left side of the screen. Really the only time you need to see these is when copying, moving or deleting parts of your text. Besides, with the line numbers showing you will not see the whole 40 columns of text. Pressing FCTN/0 will toggle the line numbers ON or OFF. Repeat pressing FCTN/0 to see the effect.

Now is the time to type something, anything that comes into your head but first release the alpha lock key for lower case characters and use the shift key for capitals. Just keep typing on and on without worrying about mistakes and do not forget to throw in an occasional comma or full stop from time to time. Notice the "bell" sound as you get near to the right margin setting. Look to see how the word wrap functions. When you have exhausted the phase of the topic you are writing, press <ENTER> twice. The second press of the enter key serves the purpose of leaving one line spacing between paragraphs. Notice the funny character that comes on the screen where the enter key is pressed. This is a signal to a printer to do a carriage return and a line feed at that point. The WP will not allow you to type over a ¶ symbol in word wrap mode, the symbol just gets pushed ahead of the cursor. However, the ¶ can be deleted using the FCTN/1 delete char combination when necessary. Type another paragraph or so in similar vein expanding on your topic of discussion. Now it is time to correct any errors and make changes.

### ERROR CORRECTION AND TEXT MANIPULATION

DELETECHAR (FCTN/1) To remove individual characters, move the cursor to the required point and press FCTN/1 for each character to be deleted or hold the keys down for repeated deletions.

DELETELINE (FCTN/3) The whole line from left margin to right margin will be deleted with FCTN/3.

INSERT CHAR (FCTN/2) Place the cursor at the appropriate position for an insertion and press FCTN/2. Notice that any text to the right of the cursor drops to the line below leaving space after the cursor. Type what has to be added, whether one letter, one word or a number of

lines of text. If necessary you can insert again in a part that has already been inserted. The screen will probably look untidy with bits here and there on different lines. The text then needs to be reformatted as explained shortly.

In the non word wrap mode the insert char puts a character under the cursor and moves the remainder of the line to the right of the cursor one position to the right. Any character already at the right margin will be lost.

INSERT LINE (FCTN/8) Pressing FCTN/8 will move all text on the screen and in memory that is on the cursor line and below it down one line. It then blanks the line that the cursor is on.

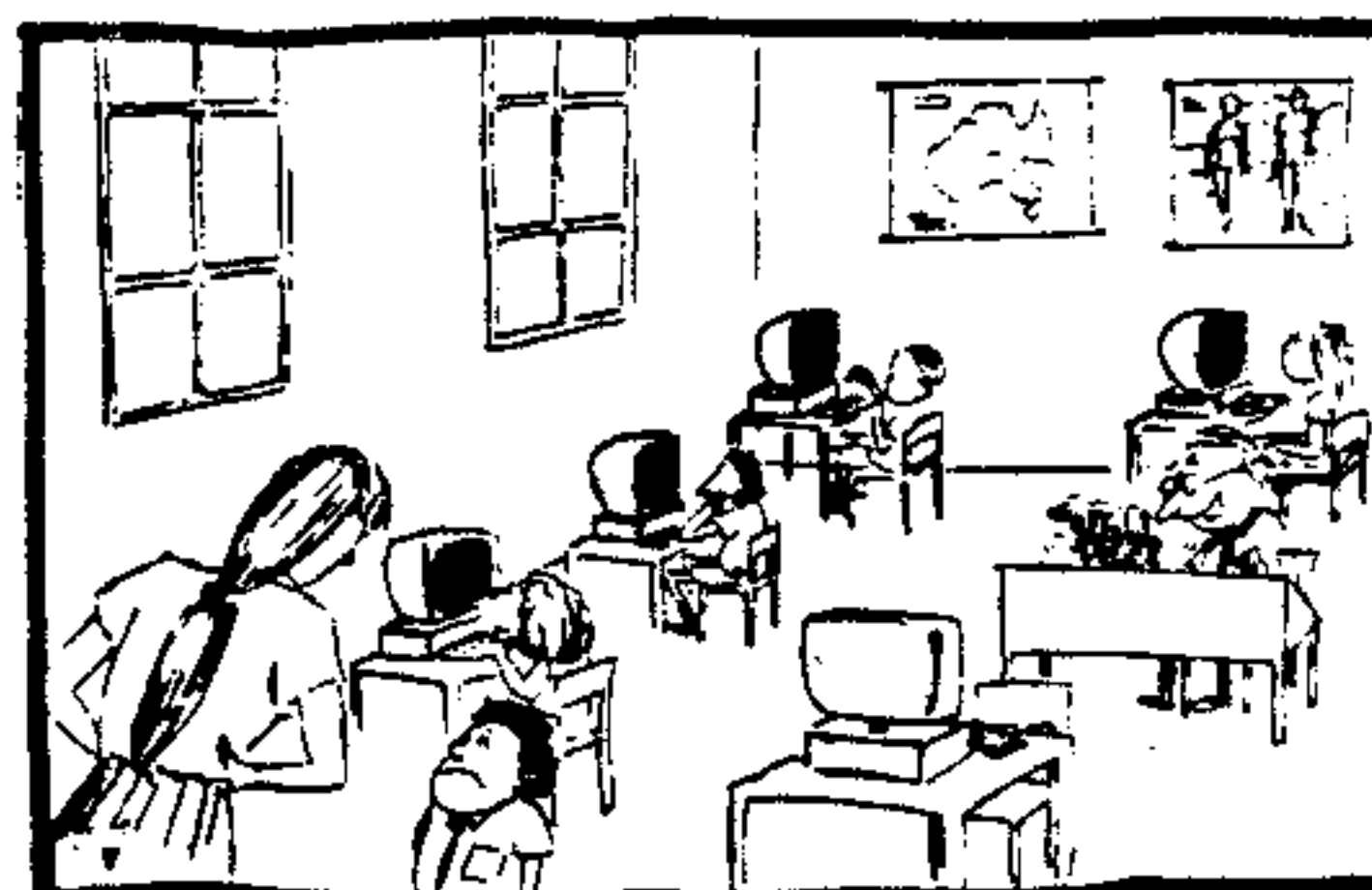
REFORMATTING (CTRL/2) With word wrap on, move the cursor to a point from which you need to tidy up the text and press CTRL/2 and, Bingo! all the text just pops back into place where it should be. Reformatting takes place between the left and right margins as set on the tab numberline and continues down the file in memory until a ¶ symbol is reached, i.e. till the end of the paragraph. Try altering the L and R tab settings and reformatting your document paragraph by paragraph. Place the cursor over the first character in the first paragraph and press FCTN/2 (insert char) then CTRL/2 (reformat). Press CTRL/4 to get to the start of the next paragraph and reformat it the same way. Play around with inserting, deleting and reformatting until you are familiar with their intricacies.

OOPS (CTRL/1) This aptly named function can undo deletions and insertions only if no other keys have been pressed since the deletion or insertion. It can only go back to the point before the wrong keypress or series of similar keypresses and take up from there. If, for example, you wanted to insert char (FCTN/2) but pressed the FCTN/3 (erase line) key by mistake. Too late, the line disappears. Not to worry. Press CTRL/1 before touching any other key. Presto! the missing line reappears. The main thing to remember is that if you make a booboo, press OOPS anyway. You never know, your error might be recovered.

CASE CONVERSION (CTRL/> and CTRL/;) : If you are like me and watch the keys as you type, you will often look up and find the wrong sized characters on the screen, usually upper case because you forgot to reset the alpha lock key. Tony McGovern has added this little beauty to the word processor. Upper case will be changed to lower case as the cursor moves over them with CTRL/> held down. Is not that terrific? I use it regularly. The opposite effect, lower to upper case conversion, is obtained by using the CTRL/; keys.

### CONCLUDING PART 1

So there you are. Try out everything mentioned this month and also work on the cursor movement keys FCTN/S, E, D or X or use the CTRL access key if it is more comfortable that way. Do not forget to keep a list of all those special magic keypresses for ready reference or begin making your own overlay for the top row of keys. Next month commands for Line and File Handling will be presented. ○



"I'm afraid you'll just have to wait until it's your turn to play with the pencil..."



OUR 4/A UNIVERSITY

by Jack Sughrue  
 Box 459  
 E. Douglas MA 01516

#6 THE COURSE TEXTS

Originally appeared  
 BITS, Bytes and Pixels  
 Line UG Newsletter

In order for you to pass this course, Class, you have to have a decent working knowledge of the texts. Now, here is where we practice lots of flexibility (which, you may have noticed, abounds in this classroom). There are so many wonderful texts (and a few dogs) available for our TI, even now, that you should consider at least three for essential reading and the final projects. These will be worth one-third of your entire grade.

By texts I mean textware: the printed materials for your TI's. These would include your very best source, of course: the newsletters that come with club membership. This newsletter networking is THE BEST SOURCE of all because you are part of a group, even by long-distance mail.

Another essential source of educational and survival materials is the magazine devoted to your specific computer. There have been many, but there is only one left: MICROpendium. It's the only international source for all things (including advertisements) TI or Geneve. To own and use your computer to the fullest extent and not subscribe to MICROpendium is like owning a marvelous pair of eyeglass frames but not getting around to putting the lenses in so you can see properly. The subscription (from P.O. Box 1343, Round Rock, TX 78686) is only \$25 per year. Tiny price to keep your great computer great.

The third source is what we're discussing today, Class. And, yes, Ms. Bronte, this will include references to adult learners as well as to children.

The third source is the texts available. Note the word "available," Class. Availability of text written a decade ago may seem impossible, but not so. Most user groups have extensive libraries of texts for long-term loan. Individuals within groups sell off their text materials often. Such text materials can be found very inexpensively at every TI fair in America and Canada. And, again, MICROpendium lists agents and individuals from whom you may purchase lots of printed materials. For example, if you all look up here for a moment. I am holding the latest copy of THE magazine. Those up back can't see it, so I'll read it to you. "99-cent Book Blowout!" It's a publisher's clearance. You can buy books at 99 cents each. These include the following: THE ELEMENTARY TI, GAMES TI's PLAY, COMPUTER PLAYGROUND, PROGRAMS FOR THE TI COMPUTER, USING & PROGRAMMING THE TI, INTRO TO ASSEMBLY LANGUAGE, and Volumes I and II of GAME WRITERS PACK and STARTER PACK, both packs from England. Some come with disks and/or cassettes at additional charges. But the point is this: these are still new books that cost on the average \$12-plus when they first came

out. They are still the same good books, still new to anyone who has not read and used them, and still available at almost giveaway prices. Not all ten of these books will suit every learner, but there is certainly something for everyone included in this collection. And that's just from the TEXCOMP ad (P.O. Box 33084, Granada Hills CA 91344; Phone: 818 366-6631). There are other advertisers in classifieds that also offer all kinds of text materials. So, Class, the stuff is available to anyone who wants it.

And did I mention Barry Traver? No? How! How is it possible that we are practically through this semester on such an important topic as the TI-99/4a computer and I did not mention its greatest advocate, the man who has done as much for the TI as any spokesperson for any organization that I know of. Rather than list all Barry's writing and speaking and programming efforts, his work on BBS's and for various magazines, his appearances at numerous fairs, I will just mention the relationship he has to the present topic, though I'm not sure it might be better saved until we discuss things next class. Ah, well, what the hell. Barry has a wonderful educational tool in the form of a diskazine. This diskazine is called GENIAL TRAVELER. The "zines" have been nothing short of remarkable. Volume after volume have been rich with educational wonders and remarkable, big bonuses. You have to experience GT to appreciate the jam-packed series. There's nothing like it.

Though I've given you Barry's address in a previous class, I'm well aware that some of you have not taken careful notes. Barry can be reached at 835 Green Valley Drive, Philadelphia PA 19128. I think when you send off for your magazine subscription today, you should also send a note to Barry asking about the cost of the numerous disks in his volumes of great materials.

What made me think of Barry is that one of the disks includes the second most complete list of all TI publications there ever was. A little synopsis goes with each. The first most complete list was in a series called NEW-AGE/99 by some old geezer from Massachusetts. I can't think of his name now, but I'm sure you can find references to him when you go searching through newsletters. He did a lot of reviews, too, but I think he approached things more from a visceral level than an intellectual one. Anyway, Barry's your better source here because of all the other things contained in the GT disks.

Now where was I, Class? Oh, yes, texts and tests. You'll be having some of this on the final, so wake up in the back, stick your gum behind your ears, and listen up! With your pencils.

Before I go any further, TI-ing or otherwise, I have to insist you get your hands on a copy - any copy - of THE SECRET GUIDE TO COMPUTERS by a bizarre and hilarious genius by the name of Russ Walter (22 Ashland Street #2, Somerville MA 02144-3202). This 8X11, 600-plus page, mindbogglingly wonderful book for layman or technowhiz is bursting at the seams with all you'll ever need to know about computers. Now in its 16th edition, it's a steal at \$15, but if you order two they are \$12 each. Four or more are \$9 each, shipping and taxes (except Massachusetts) included, so hook on with some friends or your user group. Once you have this remarkable and remarkably readable book in your hand (considered the world's

top-rated tutorial by a list of experts and novices as long as your arm and a lot longer than mine), you will never again be the same; nor will your computer. You simply have to experience "Russy-poo" in order to understand that this is THE essential book for any person who owns a computer.

That aside, let's look at some very specific educational text materials for our TI.

First, there's a problem. When we talk educational text material, we must eliminate the modules and anything related to LOGO, as we will deal with these educational items on a particular basis in future classes.

Second, we must define educational in the specific context with which we have been structuring these classes. That means we really have to eliminate the "learning" that comes only from learning about the computer. Texts that teach us how to write programs, for instance, or texts that teach us how to balance a budget using our wonderful machine, are not really appropriate here, but typing in programs that specifically deal with education DO fit our class requirements. For example, the C.W.Engel book STIMULATING SIMULATIONS FOR THE TI-99/4A published in various forms from 1977 to 1984 by Hayden Publishers, was the first important educational tool for me. Not only did it have detailed instructions and flowcharts for each of the type-in programs, but it had enough errors from translating the programs from other computers to the TI that the intellectual puzzles of figuring out what went wrong and correcting it were wonderful educational opportunities. Many of the programs were "intellectual" games, rather than arcade. Later, with toots and whistles, they became more "arcadey" in other people's books, including other Hayden books. Hayden published the most TI-specific books. I wish they still did.

Ah, well. STIMULATING SIMULATIONS, though, is not the kind of text we need to locate and use for educating our youngsters and new oldsters.

The best book of the learning to program type is KIDS AND THE TI-99/4A, which also leads to some educational programs, too. It's the clearest, most direct, easiest "programming" book. Done in 33 lessons, it is still used in many classrooms today; not just with TI's but with other computers, also, and at very young grade levels. THE ELEMENTARY TI, mentioned in that TEXCOMP list earlier, is probably the best of that sort for adults.

But the kind of books which best exemplify the educational aspects of the programs typed in - in other words, the LEARNING FUNCTION - are the ones I'll hold up now and give a say a word or two about. Another one from the TEXCOMP 99-cent list is COMPUTER PLAYGROUND (Dataquest's TI version). Although this can be classified as a beginner programming book, it is so unusual that the logic it teaches in an incredibly entertaining way makes it a real winner for any learner. (It's geared for Grades 2-7.) The book is a combination workbook/coloring book and deals with BASIC in such a puzzle-solving way that it becomes, itself, a complete course in thinking. It stands alone.

This is not to be confused with TI PLAYGROUND by Fred D'Ignazio, another Hayden book. Fred also wrote a similar book called TI WONDERLAND. Both books include programs written by students, and ALL the 40-plus programs are written FOR students. Each chapter is an educational game that is

introduced with a section for parents and teachers and another for kids. Each game has one educational feature (such as subtraction) and follow-up activities that allow an almost unlimited number of modifications. The programs aren't just alphabet and number programs. Because it's a TI, the computer is able to have programs that teach color and music and drawing and hand/eye coordination very readily through these marvelously childlike and truly sophisticated programs. Very easy to type in and change all along the way. Lots of very positive rewarding, too.

Lest you think Hayden was the only publisher for TI - though I'd recommend you seek out their other books - there were many others, as you can see from these piles on my desk. Take, for example, TI GAMES FOR KIDS put out by COMPUTE!, one of the very best publishers of TI stuff, including Regena's two classics.

TI GAMES FOR KIDS proclaims its purpose right on the cover here: "Turn your TI into a teacher. Thirty-two games that teach and entertain, ready to type in and run."

This book takes the trouble to identify each of its activities by age level (3 to 17/adult) and educational function and subject: strategy, logic, memory, coordination, language arts, social studies, math, etc. (Strategy games include an excellent version of Fox and Geese, by the way.)

As I look over these other books, it's hard for me to say which I would recommend the most for educational use. I have a public school teacher friend who still uses the TI in his class. His favorite educational book is TERRIFIC GAMES FOR THE TI99/4A by Hal Renko and Sam Edwards. Let's see, this is published by Addison-Wesley. It has small size and type but is plenty thick. It contains some neat little drawings, to which you people up front can attest, for the 30-plus games. There are some unusual ones here: Genius at Work, Escher, Rainbow Square Dance, The Wolf and the Five Little Goats, Shakespearian Shuffle, Mini Mancala, and so on. Good stuff.

Remember, now, most of these are not made to be super arcade games. They are made to be typed in - usually with lots of explanations and helpful hints - and are meant to teach something while entertaining. And they do that well.

One of the most popular books ever of this sort was (and is) Steve Davis's PROGRAMS FOR THE TI HOME COMPUTER, self published in large BXL format. Although the type-in programs included many utility programs, the majority were educational or verging on the educational (like "Bar Graph Printer" and "Talking Calculator," for examples). There are very few people who did not get hung up on the probability games like "Ten-Up" and "Lucky Seven" or the maddening "Echo" of Simon fame. He even has a "French Teacher" program and a "Speed Reader." One of the best.

Scholastic book publishers released a pile of multi-computer large format books, each containing about 40 programs for elementary school children to type in and use. Here's an example: COMPUTER OLYMPICS. Each of the books has a theme. This one is all Olympics. It opens with the torch that lights the Olympic Flame. There are programs that teach words in various languages; some that let you recall other records; some that require some math skill (like the weightlifting one) or word skill (like the rowing one). All are simple to type in, no matter what your computer, if you follow the rules on the various basics, and all are simple to execute. Actually,



with the built-in motivation of the Olympics in Spain, this book on summer Olympics is perfect for teaching at home or school. Look into the other Scholastic books, too. They also teach you lots about the various basics, if you want to do some explorations. With the TI, though, you can easily slip in some color and sound not readily available on other computers listed in these books.

Because our time is running short and we only have a couple more classes this semester, I've got to finish off with these last two books, but, as you can see, I haven't even been able to talk about all these others in these piles. At the last TI fair I went to, I picked up additional copies of 19 different titles of TI books! (And paid a grand total of \$15, by the way.) Now everyone will be able to take two and give a two-minute review of each next time. You may come up and sign out two (or three, if you're interested in extra credit) to do for your reviews and your end-of-term projects.

Meanwhile, let me just mention these last two books. If you can get yourself a copy of Richard Mowe and Ron Munnaw's ACADEMIC TI, do it; even if you have to pay the full \$12.95. It's worth it. Published by Reston in 1984 (one of the newer books mentioned today), it was one of the few books totally devoted to TI as an educational tool. It told parents and teachers how to get the very most out of our computer EDUCATIONALLY. When you read the articles and do the worksheets and explore the options from modules to disks to LOGO to word processing and so on, you will be astounded at how magnificent our machine is and how out-of-date it isn't. It still does all the educational things it was geared up to do better than any other machine out there. Which is not to say it is as sophisticated as some of the biggies, but what it does educationally it still does better than anyone.

And the last book. Remember this, anyone? Ah, it's good to see so many hands up. THE BEST OF 99er is still around a lot of fairs and user groups. It's 368 8x11 pages are jam-packed with all the goodies that made the 4a the prize goodie of all. And Regena was really kicking up her heels in this one. Do you recall "Name That Bone" and all the Homework Helpers? The Computer Assisted Instruction was so popular with the TI then, the term was simply CAI. And everyone understood it. There was so much of it around for parents, teachers, and other kinds of humans. The BEST OF 99er is one of the very best.

So, Class, unless there are any questions, come and sign up for your books and ... Yes, Mr. Shakespeare? What do I consider the Mother of All TI Books? Hmm. Well, my personal favorite for more reasons than I can begin to list, including some super educational reasons, has got to be Paul Garrison's THE LAST WHOLE TI99/4A BOOK: PROGRAMS AND POSSIBILITIES, published by Wiley Press in 1984. Even after all these years it is still my preferred TI piece of textware. It's 468 pages are lucid, witty, intelligent, relevant, and very worthwhile. The tutorials and the programs are excellent. They DO provide unlimited possibilities for growth. I never loan out my only copy of that one. Sorry.

Until next time then. Don't forget to bring your book reviews and all of your modules.

TRANSLITERATER  
(appeared in September 1993 issue  
of MICROpendium)

This comes from Jim Peterson, the Tigercub. He writes: We all know that the TI-Writer Formatter insists on giving us five blank lines at the top of the page and three at the bottom. If your printer supports a reverse line feed, you can take back those lines at the top by beginning the page with a line CTRU-U RJRJRJRJRJ; but I can't find a practical way to print the three lines at the bottom. I wanted to use the formatter's .TL command to print out a form 66 lines long, so I wrote this little program. It reads the .TL commands and interprets them just as the formatter does, although somewhat more slowly.

By Jim Peterson

```
100 DISPLAY AT(3,5)ERASE ALL
: "TRANSLITERATER" :: OPEN #2
: "PIO", VARIABLE 254
110 DISPLAY AT(12,1): "File name? DSK" :: ACCEPT AT(12,14)
BEEP:F$ :: OPEN #1:"DSK"&F$,
INPUT :: F,X=0
120 DISPLAY AT(14,1): "How many lines per page? 66" :: AC
CEPT AT(14,26)SIZE(-2)BEEP:L
130 DISPLAY AT(16,1): "How many copies? 1" :: ACCEPT AT(1
6,18)SIZE(-2)BEEP:H
140 FOR K=1 TO H :: C=0 :: R
ESTORE #1
150 LINPUT #1:M$ :: IF SEG$(
M$,1,4)<>".TL " THEN 180 ELS
E IF SEG$(M$,1,4)=" .TL " AND
F=1 THEN 150
160 M$=SEG$(M$,5,255):: P=PO
S(M$,":",1):: X=X+1 :: A$(X)
=CHR$(VAL(SEG$(M$,1,P-1)))::
M$=SEG$(M$,P+1,255)&","
170 P=POS(M$,"",1):: B$(X)=
B$(X)&CHR$(VAL(SEG$(M$,1,P-1
))):: M$=SEG$(M$,P+1,255)::
IF LEN(M$)>0 THEN 170 ELSE 1
50
180 IF ASC(M$)>127 THEN 220
190 FOR J=1 TO X
200 P=POS(M$,A$(J),1):: IF P
<>0 THEN M$=SEG$(M$,1,P-1)&B
$(J)&SEG$(M$,P+1,255):: GOTO
200
210 NEXT J :: PRINT #2:M$ ::
C=C+1 :: IF C=L AND EOF(1)<
>1 THEN PRINT #2:CHR$(12)::
C=0 :: GOTO 150 ELSE IF EOF(
1)<>1 THEN 150
220 PRINT #2:CHR$(12):: F=1
:: NEXT K :: CLOSE #1 :: GOT
O 110
```

## Bits, Bytes & Pixels

**THE SIMPLEST EASIEST KIND OF DATABASE:**  
Using the computer to search the Lima library  
disk listings for specific software

by Charles Good  
Lima Ohio User Group

Several months ago at one of the Lima group's regular meetings, a member asked me where he could find Multiplan templates in the group's software library. Since I didn't know exactly, it was necessary to search printed directories and the commented listings of all of the 800+ disks in the library to find them all. I decided there had to be an easier way. After all, commented listings of all disks in our library, and the disk directories, are all in DV80 text files. Surely the computer could search these text files and find all references to the word Multiplan. Why not use Funnelweb's Disk Review in I(nspect) a library listing file and search that file or an entire disk of library listing files for the string "Multiplan"? Unfortunately it wasn't as easy as that.

Over the years, as I have been adding disks to the group's library I have been adding DSKU comments to the disks in both upper and lower case. A disk with Multiplan stuff may have a comment such as "All these files are Multiplan templates." Such commented listings look good and are easy to read when printed on paper, but it is hard for the computer to find all Multiplan references in such text. That is because sometimes I spelled it "MULTIPLAN", and sometimes "Multiplan". The 99/4A disk operating system doesn't know that these are both the same. Another example would be Ms Pacman vs MS PACMAN. An IBM system using MS-DOS would recognize both of these as the same. MS-DOS is not case sensitive. 99/4A DOS is case sensitive. What I should have done all along is USE ONLY UPPER CASE in our library listing text files. I will do this in the future.

I wrote the XB program below to convert existing Lima library listing files into all upper case. Put as many of these all upper case files as you can on a disk or ramdisk. Using Funnelweb's Disk Review bring up a disk directory, press 1, select DISK SEARCH, choose ASCII, and then type an upper case key word or text string you want to look for. The computer will search THE ENTIRE DISK for this string and display each sector where the string is found. Use CTRL/N or CTRL/B to page sector display forward or backwards until you see the name or number of the disk that contains your software.

Members of the Lima US can request these ALL UPPER CASE DV80 library listings by sending the equivalent 12 DSSD disks and a paid return mailer to the group's mailing address.

This sort of text file data base has many uses. For example, if you have a large collection of music CDs tapes and phonograph records you may have trouble trying to find

one particular song on all this media. Just take any TI Writer-like word processor, such as Funnelweb, and use all upper case to enter each tape or CD title, artist, and all the songs. Use any format you want such as putting all the information for one CD/tape in a separate paragraph. Save these data files to disk as ordinary text files. When you want to find all the references to a particular song use F(ind) S(string) from within the word processor to search a single text file, or I(nspect) from within Funnelweb's Disk Review to search a whole disk of files. It is easy and fast since the searches are at assembly language speed.

```
50 REM SAVE DSK6.UPPERCASE
60 REM Converts all LOWER CASE of DV80 file to
  UPPER CASE.
70 REM Resulting ALL UPPER CASE text can easily be
80 REM searched for text strings by sector editors.
90 ON ERROR 100
100 CALL CLEAR
110 DISPLAY AT(3,2):"CONVERT DV80 TO UPPER CASE"
120 INPUT "Enter OUTPUT FILE path ":OUTPUTFILE$
130 INPUT "Enter INPUT FILE path ":INPUTFILE$
140 OPEN #1:INPUTFILE$,INPUT
150 OPEN #2:OUTPUTFILE$,APPEND
160 LINPUT #1:TEXT$
170 PRINT TEXT$ ;; PRINT
180 FOR T=1 TO LEN(TEXT$)
190 A=ASC(IGET$(TEXT$,T,1)):: IF A>96 THEN A=A-32
200 B$=B$&CHR$(A)
210 NEXT T
220 PRINT #2:B$ ;; B$=""
240 IF EOF(1)THEN 260
250 GOTO 160
260 CLOSE #1
270 CLOSE #2
280 GOTO 100
```





Each year about this time I have the chore of providing tally cards for a Bridge Club - 3X5 index cards that show the table and partner for each round for each of eight players. 8 players X 4 parties X 8 months = 256 cards. Like I said, it is a chore! There are eight different cards and we need 32 copies of each. Some years ago I made a D/V 80 file for each card with printer codes for my NX1000. Now I load each file with TIWriter, insert a card in the printer, press PF, enter, PIO, enter, wait for the printer, press f9, and then do it again. It takes

six key presses for each copy, that many more when I load the next file for the next card, and I have to keep count up to 32 and I keep losing count and have to count the pile of cards. The job takes me about 3 hours. There must be an easier way!

This program saved me about an hour - I still have to insert each index card into the printer but the program counts them for me and it takes only one keypress (ENTER) per copy.

```

100 ! PRINT MULTIPLE COPIES
110 ! FROM D/V 80 FILES
120 CALL CLEAR
130 DISPLAY AT(2,1):"Put pri
nter on line and insert card
or paper"
140 OPEN #1:"PIO" :: S=0
150 DISPLAY AT(5,1):"FILE?"&
FN$:TAB(13);"or Q to quit"
:: ACCEPT AT(5,7)SIZE(-15):
FN$
160 IF FN$="Q" THEN CLOSE #1
:: STOP :: ELSE IF S=0 THEN

```

```

180
170 IF FN$=PF$ THEN 190 ELSE
CLOSE #2
180 OPEN #2:FN$ :: C=0 :: S=
1
190 C=C+1 :: DISPLAY AT(20,
10):"COUNT="&STR$(C) :: PF$=
FN$
200 FOR I=1 TO 60 :: INPUT
#2:A$ :: IF EOF(2) THEN REST
ORE #2 :: GOTO 150
210 PRINT #1:A$ :: NEXT I ::
RESTORE #2 :: GOTO 150

```

You type the filename for the first card, press enter, and it prints. After that you press enter only once for each copy. You enter a new filename for each card. In my case that means just changing one digit in the filename - DSK1.TALLY/1, DSK1.TALLY/2, etc.

The program will work with any text files and printer codes but not with formatter codes. It is designed to print one page or less

but longer documents could be printed by increasing the "60" in line 200 and putting the appropriate page feed (pf) codes in the file. However, the program's real usefulness is for many copies of short files.

How about making copies with a copier? Well, I don't have one handy. Also my experience is that most copiers don't handle 3X5 cards even as well as my printer. I hope this program will be useful to someone out there. These ten lines of X/B code took me two evenings to

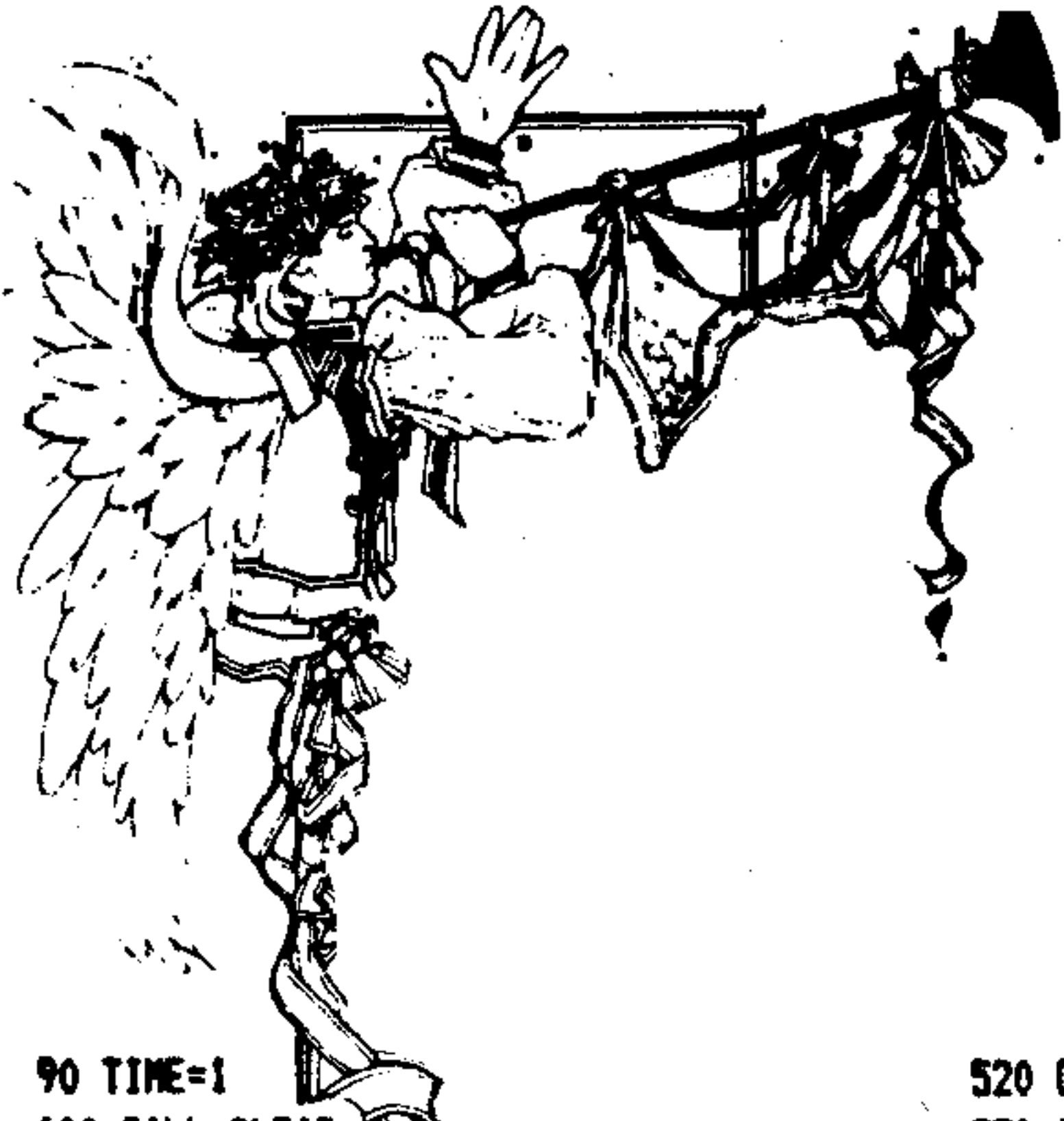
perfect. I am unusually prone to "bugs" and the program is trickier than it looks.

John H. Bull



SILENT NIGHT

BY CURTIS & CHERYL  
BORDERS  
DEC. 1984



90 TIME=1  
 100 CALL CLEAR  
 110 CALL SCREEN(2)  
 120 FOR C=1 TO 14  
 130 CALL COLOR(C,16,2)  
 140 NEXT C  
 150 DISPLAY AT(1,5):" HAPPY HOLIDAYS "  
 160 CALL HCHAR(4,10,42)  
 170 CALL HCHAR(2,15,42)  
 180 CALL HCHAR(3,20,42)  
 190 CALL CHAR(91,"000000E01F000000")  
 200 CALL HCHAR(14,5,91,10)  
 210 CALL CHAR(92,"0B0B0B1010202020")  
 220 CALL VCHAR(15,4,92,9)  
 230 CALL CHAR(93,"20201010100B000B")  
 240 CALL VCHAR(15,15,93,9)  
 250 CALL CHAR(120,"0F3C7BF0E0E0E0C0")  
 260 CALL CHAR(121,"E07070381C060100")  
 270 CALL HCHAR(4,4,120)  
 280 CALL HCHAR(5,4,121)  
 290 CALL CHAR(122,"000000000000074F")  
 300 CALL HCHAR(12,28,122)  
 310 CALL HCHAR(13,25,122)  
 320 CALL CHAR(123,"1818183BF8F8FCFE")  
 330 CALL HCHAR(12,29,123)  
 340 CALL HCHAR(13,26,123)  
 350 CALL CHAR(124,"7FFF87060A0A0A0A")  
 360 CALL HCHAR(13,28,124)  
 370 CALL HCHAR(14,25,124)  
 380 CALL CHAR(125,"FEFEFE0E16141424")  
 390 CALL HCHAR(13,29,124)  
 400 CALL HCHAR(14,26,124)  
 410 CALL CHAR(112,"0206070F1F3F7F7F")  
 420 CALL HCHAR(15,23,112)  
 430 CALL CHAR(113,"0000000B0C0E0E0")  
 440 CALL HCHAR(15,24,113)  
 450 CALL CHAR(114,"0303020204040B0C")  
 460 REM: CALL CHAR(114,"41FFFFB20C0B0B04")  
 470 CALL CHAR(111,"00000010183C7EEF")  
 480 CALL HCHAR(15,22,111)  
 490 CALL HCHAR(16,22,114)  
 500 CALL CHAR(115,"FFFFFF9FB0B0B0B0")  
 510 CALL HCHAR(16,23,115)

520 CALL CHAR(118,"80B0B00000000000")  
 530 CALL HCHAR(17,23,118)  
 540 CALL CHAR(117,"0402020000000000")  
 550 CALL HCHAR(17,22,117)  
 560 CALL CHAR(116,"FBFBFB3B2B2B2B50")  
 570 CALL HCHAR(16,24,116)  
 580 CALL CHAR(119,"5090A00000000000")  
 590 CALL HCHAR(17,24,119)  
 600 CALL CHAR(104,"C1C3FFFF7F3F1F0F")  
 610 CALL HCHAR(22,9,104)  
 620 CALL CHAR(105,"07070F1E3C7B7B7B")  
 630 CALL HCHAR(23,9,105)  
 640 CALL CHAR(106,"B7C7FFF0FCF8F0E0")  
 650 CALL HCHAR(22,10,106)  
 660 CALL CHAR(107,"C0C0E0F073C3C3C")  
 670 CALL HCHAR(23,10,107)  
 680 CALL CHAR(108,"B2422222924A2000")  
 690 CALL HCHAR(21,9,108)  
 700 CALL CHAR(109,"4142404449520400")  
 710 CALL HCHAR(21,10,109)  
 720 CALL CHAR(88,"0F0F0F0F0F0F0E")  
 730 CALL HCHAR(23,11,88)  
 740 CALL CHAR(103,"FFFFFFFFFFFFF01")  
 750 CALL HCHAR(23,12,103)  
 760 CALL CHAR(90,"00FBFCFFFFFFFF")  
 770 CALL HCHAR(23,13,90)  
 780 CALL CHAR(35,"0F0F0F0F0F0F0F")  
 790 CALL HCHAR(22,11,35)  
 800 CALL CHAR(86,"FEFEFEFEFEFEFF")  
 810 CALL HCHAR(22,12,86)  
 820 CALL CHAR(85,"0C0F0F0F0F0F0F")  
 830 CALL HCHAR(21,11,85)  
 840 CALL CHAR(34,"FCFCFCFCFCFCFE")  
 850 CALL HCHAR(21,12,34)  
 860 CALL CHAR(125,"0707000B0C0C0C0C")  
 870 CALL HCHAR(20,11,125)  
 880 CALL CHAR(33,"F0F0F0F0F8FCFCFC")  
 890 CALL HCHAR(20,12,33)  
 900 CALL CHAR(81,"0000070F1F1F1F07")  
 910 CALL HCHAR(19,11,81)  
 920 CALL CHAR(110,"0000C0E0E0F0F0F0")  
 930 CALL HCHAR(19,12,110)  
 940 CALL CHAR(94,"0103070F0F0F0F1F")

950 CALL HCHAR(18,6,94)  
 960 CALL CHAR(95,"B0E0FBFBF0F0FBF0")  
 970 CALL HCHAR(18,7,95)  
 980 CALL CHAR(96,"1F1F1F1F1F3F3F3F")  
 990 CALL HCHAR(19,6,96)  
 1000 CALL CHAR(97,"E0B0B0C0C0C0C0E0")  
 1010 CALL HCHAR(19,7,97)  
 1020 CALL CHAR(98,"3F3F7F7F7F7FFFFF")  
 1030 CALL HCHAR(20,6,98)  
 1040 CALL CHAR(99,"E0E0E0F0F0F0FBFB")  
 1050 CALL HCHAR(20,7,99)  
 1060 CALL CHAR(100,"FFFFFFFFFFFFFFFF")  
 1070 CALL HCHAR(21,6,100)  
 1080 CALL CHAR(101,"FBFBFBFBF0E0E0F0")  
 1090 CALL HCHAR(21,7,101)  
 1100 CALL HCHAR(22,6,100)  
 1110 CALL CHAR(102,"F0FBFBFBFCFCFEFE")  
 1120 CALL HCHAR(22,7,102)  
 1130 CALL HCHAR(23,7,100)  
 1140 CALL HCHAR(23,6,100)  
 1150 CALL CHAR(128,"0101010303FF7F1F")  
 1160 CALL HCHAR(3,25,128)  
 1170 CALL CHAR(129,"0F0F1F3E3B604")  
 1180 CALL HCHAR(4,25,129)  
 1190 CALL CHAR(130,"00B0B0C0C0FFFEFC")  
 1200 CALL HCHAR(3,26,130)  
 1210 CALL CHAR(131,"FBFBFBFB3C0C06")





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1220 CALL NCHAR(4,26,131)
1230 CALL NCHAR(132,"0002040810204")
1240 CALL NCHAR(4,26,132)
1250 CALL NCHAR(6,22,132):: CALL NCHAR(5,23,132)
1260 !CALL NCHAR(133,"00020204040808")
1270 CALL NCHAR(5,24,132):: CALL NCHAR(6,23,132):: CALL NCHAR(7,22,132)
1280 CALL NCHAR(5,25,132):: CALL NCHAR(6,24,132):: CALL NCHAR(7,23,132)
1290 T=600
1300 CALL SOUND(T81.5,392,4,330,8,131,10)
1310 CALL SOUND(T/2,440,4,349,8,131,10)
1320 CALL SOUND(T,392,4,330,8,131,9)
1330 CALL SOUND(38T,330,4,262,6,196,9)
1340 CALL SOUND(T81.5,392,4,330,8,131,10)
1350 CALL SOUND(T/2,440,4,349,8,131,10)
1360 CALL SOUND(T,392,4,330,8,131,9)
1370 CALL SOUND(38T,330,4,262,6,196,9)
1380 CALL SOUND(28T,587,4,349,8,196,10)
1390 CALL SOUND(T,587,4,349,8,196,10)
1400 CALL SOUND(38T,494,4,349,8,196,10)
1410 CALL SOUND(28T,523,4,330,8,131,10)
1420 CALL SOUND(T,523,4,330,8,131,10)
1430 CALL SOUND(38T,392,4,330,8,262,10)
1440 CALL SOUND(28T,440,4,262,8,175,10)
1450 CALL SOUND(T,440,4,175,8)
1460 CALL SOUND(T81.5,523,4,262,8,220,10)
1470 CALL SOUND(T/2,494,4,392,8)
1480 CALL SOUND(T,440,4,175,8)
1490 CALL SOUND(T81.5,392,4,262,8,165,10)
1500 CALL SOUND(T/2,440,4,175,8)
1510 CALL SOUND(T,392,4,165,8)
1520 CALL SOUND(38T,330,4,196,8,131,10)
1530 CALL SOUND(28T,440,4,262,8,175,10)
1540 CALL SOUND(T,440,4,175,8)
1550 CALL SOUND(T81.5,523,4,262,8,220,10)
1560 CALL SOUND(T/2,494,4,196,8)
1570 CALL SOUND(T,440,4,175,8)
1580 CALL SOUND(T81.5,392,4,262,8,165,10)
1590 CALL SOUND(T/2,444,4,175,8)
1600 CALL SOUND(T,392,4,165,8)
1610 CALL SOUND(38T,330,4,196,8,131,10)
1620 CALL SOUND(T82.5,587,4,349,8,247,10)
1630 CALL SOUND(T,587,4,247,8)
1640 CALL SOUND(T81.5,498,4,349,8,294,10)
1650 CALL SOUND(T/2,587,4,247,8)
1660 CALL SOUND(T,494,4,196,8)
1670 CALL SOUND(38T,523,4,330,8,262,10)
1680 CALL SOUND(38T,659,4,392,8,262,10)
1690 CALL SOUND(T81.5,523,4,330,8,262,10)
1700 CALL SOUND(T/2,392,4)
1710 CALL SOUND(T,330,4)
1720 CALL SOUND(T81.5,392,4,247,8,196,10)
1730 CALL SOUND(T/2,349,8)
1740 CALL SOUND(T,294,4,175,10)
1750 CALL SOUND(T82.5,262,4,196,8,165,10)
1760 CALL SOUND(28T,262,4,196,8,165,10)
1770 IF TIME=2 THEN 1790
1780 TIME=2 :: GOTO 1290
1790 CALL CLEAR
1800 DISPLAY AT(8,7):"MERRY CHRISTMAS"
1810 DISPLAY AT(12,13):"AND"
1820 DISPLAY AT(16,8):"HAPPY NEW YEAR"
1830 DISPLAY AT(20,3):"FROM THE BORDERS FAMILY"
1840 CALL KEY(0,K,8):: IF 8=0 THEN 1840
1850 END

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**L. L. CONNER ENTERPRISE**  
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I would like to recommend a reputable dealer of TI equipment and programs. I recently purchased a TI CC40 lap top computer from Larry and the necessary peripherals to transfer the data from the CC40 to my PEB. Then I called TI-CARES and ordered the Memo Processor (word processor) for this computer. When it arrived, I loaded the cartridge and typed in the RUN command, but all I saw on the screen was Program not found. After many attempts and chats with other members of the COMMI UG, I wrote Charles Good of the Lima UG (since I knew that he had a CC40) to see if he had any suggestions. He suggested that I send him my cartridge and he would be happy to try it on his system to see if it was okay. It was. Then I sent a letter to L L Conners Enterprises and Larry suggested that I send the CC40 to him and he would either repair this unit or send me another one. He was as good as his word and I have my CC40 and it runs the Memo Processor. I made copies of all of the articles about the CC40 that appeared in the Lima UG newsletter and am eager to learn all I can about this computer. Thank again Larry, you have another satisfied customer.

Jean Hall, COMMI UG

**MEETING DATES  
FOR  
1993**

**3RD SATURDAY**

18 DEC 1993  
15 JAN 1994  
19 FEB 1994  
19 MAR 1994  
16 APR 1994  
21 MAY 1994  
18 JUN 1994  
16 JUL 1994

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**WED EVE TI MEETINGS  
WERE DISCONTINUED AS  
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