

NEWS OF THE LIBRARY

Is my face red?--YES, and it OUGHT to be, after goofing up last month! Those of you who got copies of the two E/A games disks that were written up here last month found that--aside from the CHESS and SPOTSHOT games--nothing would load!

Unwittingly--or should the word be WITLESSLY?--I promoted a group of programs that have been customized for the SUPERCART. I really must apologize to you all for that!! I guess my only defense is ignorance. Perhaps we can figure out how to modify the programs to make them run without the SUPERCART.

To make amends, I offer another E/A disk, ANIMAL, guaranteed to run if you have the E/A module. The program displays a 'slide-show' of 26 animals --AARDVARK to ZEBRA--that was published by Iain Johnson of the Hamilton (Ontario) users group. Read the file !LOAD*INFO for instructions.

The SUPERCART is the poor man's substitute for a ramdisk; it provides in one cartridge, an Editor-Assembler chip and 8 kilobytes of additional memory which is backed up with a lithium battery, so that data or programs in the memory aren't lost when you shut the console off.

With John Johnson's MENU-SC program loaded into the SUPERCART, 'CUSTOMIZED MENU' appears as the third choice on the TI menu screen. Choosing this option brings up a menu which provides (in 1 or 2 key presses) access to as many as 15 programs, and the options to read disk directories and D/V files. I use it to provide quick loading of FUNLWEB, PRBASE, DM-1000, REDISKIT, RAPIDCOPY, DSKU and several other utilities which have been copied (without documents or X BASIC loaders) onto one DSDD disk. It really speeds things up, as I make frequent changes among these programs and don't have to swap disks or wait for a loader to bring up a menu.

There is a counterpart program, BOOT, also written by John Johnson, which provides similar features in the X BASIC environment without the SUPERCART. I haven't used it much, so I can't comment intelligently on it. But if you want to try it, I have both BOOT and MENU-SC on a single disk and will make it available to any takers. I plan to do a brief demo on one or both programs at the meeting this week.

13 January 1989

C S STRINGER

FOR SALE

1 32K MEMORY STAND-ALONE \$40.00

1 DISK CONTROLLER STAND-ALONE \$45.00

1 FULL HIEGHT S/S DISK DRIVE(NEW) } BOTH FOR
OUTSIDE POWER SUPPLY FOR DISK DRIVE} \$45.00

TI 994/A COMPUTER \$20.00

EXTENDED BASIC \$25.00

JOY STICKS \$5.00

AXIOM GP-700 COLOR PRINTER(EXTRA RIBBONS) \$125.00

COMMODORE COLOR MONTIOR(USED ONE WEEK) W/CABLES FOR TI \$160.00

CALL 423-4377

JERRY BRUNSON

2058 W. LEAFLAND

DECATUR, ILL. 62522

GETTING THE MOST FROM YOUR CASSETTE SYSTEM: by MICKEY SCHMITT

NUMBER 1: GETTING STARTED

Before you try to do anything with a cassette system you need to start with the right equipment. There are many different models of standard cassette recorders available which will work with your TI computer. (Besides the official TI program recorder). However, for best operation and alot less mental aggravation, you should use a cassette recorder with the following features:

1. VOLUME CONTROL: For best results this should be set between mid-range and maximum settings.
2. TONE CONTROL: For best results this should also be set between mid-range and maximum settings.
3. MICROPHONE JACK: This jack is needed in order to receive information from your computer.
4. EARPHONE OR EXTERNAL SPEAKER JACK: This jack is needed in order to send information to your computer.
5. REMOTE JACK: This jack makes it possible for your computer to control your cassette recorder's drive motor - thus your tape recorder will run by pressing the "ENTER" key on your computer console.
6. DIGITAL TAPE COUNTER: This is a very important feature as it will save you alot of unnecessary aggravation. This feature enables you to easily locate the correct tape position of your program or data file. This is especially useful when you want to store more than one program on the same side of the cassette tape.

Next, you will need to have the TI cassette interface cable which is used to connect your recorder to your computer. Although this cable comes with the official TI program recorder, it must be purchased separately if you are using another type of cassette recorder.

The following instructions will guide you through the process of connecting your cassette recorder to your computer using the TI cassette interface cable:

1. Locate the nine-pin plug at one end of the cassette recorder interface cable. Insert this plug into the jack on the right rear of the computer.
2. Locate the set of three plugs at the other end of the cable. The wires that lead to these plugs are color-coded: Red - White - Black.
3. Locate the jacks labeled: MIC - EAR (or External Speaker) and REM on your cassette recorder.
4. Insert the plug with the Red wire into the recorder's Microphone Jack (labeled MIC).
5. Insert the plug with the White wire into the recorder's Earphone (or External Speaker) Jack (labeled EAR).
6. Insert the plug with the Black wire into the recorder's Remote Jack labeled REM).

That's all there is to it! Your cassette system is now ready to go.

Next month's topic will be Loading and Saving programs.

By Jim Swedlow

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

ALPHABET SOUP

We are constantly bombarded with acronyms. This list is provided as a public service to help you sound like you know what you are talking about!

AI - "Artificial Intelligence" - trying to make computers think like people. A science in its infancy.

ALGOL - "ALGOrithmic Language" - a programming language.

ANSI - "American National Standards Institute"

APL - "A Programming Language" - an interactive programming language that is well suited for handling complex operations on arrays.

ASCII - "American Standard Code for Information Interchange" - and you thought that the II was version two! Pronounced "ask-key".

BASIC - "Beginners All purpose Symbolic Instruction Code" - some suggest that the acronym came after the name!

BBS - "Bulletin Board System"

BIOS - "Basic Input Output System" - the part of CP/M or MS-DOS that allows the CPU to communicate with the keyboard, screen, printer, etc.

C - a programming language developed at Bell Labs. Its predecessors were B (1970) and BCPL (1967).

CMOS - "Complementary Metal Oxide Semiconductor" - a type of IC noted for its low power consumption and resistance to damage. Often used in portable computers. IC's of this type usually have the letter C in their name.

CP/M - "Control Program for Micro-computers" - a family of operating systems that would have been the standard for business had IBM not used PC-DOS (see MS-DOS).

CPU - "Central Processing Unit" - the part of the computer where arithmetic and logical operations are performed and instructions are decoded and executed.

CRT - "Cathode Ray Tube" - the screen on your TV or monitor.

EOF - "End Of File"

IC - "Integrated Circuit" - a chip with many miniature transistors and other devices.

ISO - "International Standards Organization"

LISP - "LISt Processor" - a programming language often used for AI applications.

MODEM - "MODulator-DEModulator" - a device that encodes and decodes data for transmission over telephone lines, coaxial cable, fiber optics, microwaves, etc.

MS-DOS - "MicroSoft Disk Operating System" - the operating system for computers that use the 8086 or 8088 microprocessor family. MS-DOS is sold by IBM as PC-DOS for the IBM PC.

PROM - "Programable Read Only Memory" - a chip that can be programmed once but not revised. EPROM [Erasable PROM] chips can be erased and reprogrammed.

TTL - "Transistor-Transistor Logic" - a high speed IC that is often used for input-output devices (a TTL monitor, etc).

WYSIWYG - "What You See Is What You Get" - brought to its current potential by the Mac, this means that your item appears on your CRT exactly as it will look when it is printed.

COMPILED, ASSEMBLED AND INTERPRETED Or, Why BASIC is slower than Assembly

A computer language is what you use to tell your computer what to do. It is a common vocabulary. If you have done any programming, you know that your computer believes this language literally.

Your computer don't speak BASIC or Assembly Language. It speaks Machine Language (which is code that the CPU can execute directly).

When a BASIC program is running (also called during 'run time') something called a BASIC interpreter acts as a middle man between the program and the CPU. As each line executes, the interpreter reads the instructions and translates them to Machine Language. This takes time.

In Assembly Language, you write a source program using the Editor and then use the Assembler to assemble it into Machine Language. That's why the module is called Editor/Assembler. When you run an assembled program, execution is much faster as there is no need for an interpreter.

A compiled program is a hybrid of these two. You write your source program in a higher format. The 'higher' a language is the closer it is to English. The 'lower' it is, the closer it is to Machine Language. BASIC is a high high level language while Assembly is low level.

The language called C looks somewhat like BASIC but compiles into Machine Language.

Now you know.

Enjoy.

Copyright 1988

TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PP&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus! TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION GAMES, REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCAB-

ULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

NUTS & BOLTS DISKS

These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLs available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 108 subprograms, 10 pp. of documentation. NUTS & BOLTS #3 has 140 subprograms and 11 pp. of documentation. NOW JUST \$15 EACH, POSTPAID.

TIPS FROM THE TIGERCUB

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

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

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

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

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

This educational program is a much expanded version of a routine I published before.

```
100 DIM M$(100)
110 GOTO 150
120 S,K,A$(1),J,M$(1),Y$,Z$,Z,
X,ING$,A,AN$
130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL ING ::
CALL HCHAR
140 ?P-
150 CALL CLEAR :: FOR S=0 TO
12 :: CALL COLOR(S,2,8):: M
EXT S :: CALL SCREEN(5):: DI
SPLAY AT(3,1):"LEARNING TO "
"ING" IT V.1.1"
160 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(3,1):"
@ Tigercub Software 1987 for
free distribution - no price
or copying fee to be charged
"
170 CALL KEY(3,K,S)
180 A$(1)="No, if the word d
oes not end in B, D, G, H, M
, P, R or T you always just
add ING"
190 A$(2)="No, if the last le
tter is not E and the next-t
o-last letter is not a v
owel, just add ING"
200 A$(3)="No, if the word h
as two vowels just befor
e the last letter, just add
ING"
210 A$(4)="No, if a word end
s in B, D, G, H, M, P, R or
T with one vowel (but not tw
o vowels!) just before it, y
ou must double the last
letter and add ING"
220 A$(5)="No, if the word e
nds in IE, change the IE to
Y and add ING"
230 A$(6)="No, BE is an exce
ption to the rules,"
240 A$(7)="Some dictionaries
give EYING but EYEING is be
tter"
250 A$(8)="No, if a word end
s in E (ex-cept BE and words
```

ending in IE, OE, UE AND YE
you must drop the E and add
ING"

260 A\$(9)="No, if the word e
nds in EE, or OE or UE, just
add ING"

270 A\$(10)="No, QUIP, QUIT a
nd QUIZ are exceptions to th
e rule. Double the last
letter and add ING."

280 FOR J=1 TO 100 :: READ M
\$(J):: NEXT J
290 FOR J=1 TO 100 :: Y\$=Y\$&
CHR\$(J):: NEXT J :: Z\$=Y\$
300 DISPLAY AT(3,1):""::""
:" Type the word with the
correct ING suffix"

310 RANDOMIZE :: Z=INT(RND*
LEN(Z\$)+1):: X=ASC(SEG\$(Z\$,Z,
1)):: Z\$=SEG\$(Z\$,1,Z-1)&SEG\$
(Z\$,Z+1,255):: IF LEN(Z\$)=0
THEN Z\$=Y\$
320 CALL ING(M\$(X),ING\$,A)
330 DISPLAY AT(12,1):M\$(X)::
ACCEPT AT(12,15):AN\$
340 CALL HCHAR(15,1,32,280):
: DISPLAY AT(10,1):"" :: IF
AN\$=ING\$ THEN DISPLAY AT(10,
10):"CORRECT!" :: GOTO 310
350 DISPLAY AT(15,1):A\$(A):"
":"The word is ";ING\$: : GOTO
310

360 ?P+
370 DATA LODGE,BUY,HOPE,QUIP
,TITHE,WISH,CUT,DRIVE,SEE,EY
E,GO,CRY,TRY,AGREE,QUIT
380 ?P-
390 DATA BOIL,COOL,HURT,BUTT
,CAGE,BE,ROVE,PITY,SAVE,COOL
,RULE,MEASURE,TUNE,RAVE
400 DATA RUN,BEG,STOP,THINK,
ERR,BORE,TEAR,BAR,CARE,BARE,
BEAR,LET,QUIZ,HOOT,HEAT,COME
410 DATA DREAM,TAKE,FRY,CADD
Y,FLEE,HOE,SEW,TRIP,HOPE,RIG
,DRAG,SUE,KNEE,BOD,BABY,NURS
E,CRUISE

420 DATA LIE,TIE,DIE,BELIE,V
IE,DODGE,LIVE,DRIVE,LOVE,LEA
VE,HUM,HOP,BEG,BEGIN,BOMB,BO
B

430 DATA ADD,AID,BAT,BOAT,PR
AY,LAY,QUOTE,SNORE,STARE,HIR
E,FIRE,LINE,CRY,SAY

440 DATA BOOGIE,RAGE,RATTLE,
GRATE,LEAVE,STRIVE,DRAW,WRIT
E

450 ?P+
460 SUB ING(M\$,ING\$,A):: E\$=
SEG\$(M\$,LEN(M\$),1):: F\$=SEG\$


```

(M$,LEN(M$)-1,1):: A$="ING"
:: C$="BDEGMNPR" :: V$="AEI
OU"
470 GOTO 500
480 C$,E$,ING$,M$,A$,V$,F$
490 !@P-
500 IF LEN(M$)=4 AND SEG$(M$
,1,3)="QUI" THEN ING$=M$&E$
A$ :: A=10 :: SUBEXIT
510 IF POS(C$,E$,1)=0 THEN I
NG$=M$&A$ :: A=1 :: SUBEXIT
520 IF E$="E" THEN 550
530 IF POS(V$,F$,1)=0 THEN I
NG$=M$&A$ :: A=2 :: SUBEXIT
540 IF POS(V$,SEG$(M$,LEN(M$
)-2,1),1)<>0 THEN ING$=M$&A$
:: A=3 :: SUBEXIT ELSE ING$
=M$&E$&A$ :: A=4 :: SUBEXIT
550 IF F$="I" THEN ING$=SEG$
(M$,1,LEN(M$)-2)&"YING" :: A
=5 :: SUBEXIT ELSE IF F$="E"
OR F$="O" OR F$="U" THEN IN
G$=M$&A$ :: A=9 :: SUBEXIT
560 IF M$="BE" THEN ING$="BE
ING" :: A=6 :: SUBEXIT
570 IF M$="EYE" THEN ING$="E
YEING" :: A=7 :: SUBEXIT
580 ING$=SEG$(M$,1,LEN(M$)-1
)&A$ :: A=8
590 !@P+
600 SUBEND

```

I still have a sort of an old-fashioned idea that the computer can be a useful educational tool -

```

100 CALL CLEAR :: FOR SET=0
TO 12 :: CALL COLOR(SET,2,8)
:: NEXT SET :: CALL SCREEN(5)
:: DISPLAY AT(3,6):"NOUN TO
ADJECTIVE" :: CALL KEY(3,K,
S)
110 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(5,5):"
@ Tigercub Software":" :: Fo
r free distribution - no pr
ice or copying fee to be ch
arged."
120 DISPLAY AT(12,1):" One m
oment...loading memory"
130 DATA ROGUE,ROGUISH,HOG,H
OGGISH,PIG,PIGGISH,SWINE,SWI
NISH,THIEF,THIEVISH,KNAVE,KN
AVISH,BRUTE,BRUTISH or BRUTA
L
140 !@P-
150 DATA FAME,FAMOUS,TUMULT,
TUMULTUOUS,RIOT,RIOTOUS,SCAN
DAL,SCANDALOUS,MOUNTAIN,MOUN

```

```

TAINOUS,ODOR,ODOROUS or ODOR
IFEROUS
160 DATA CAVERN,CAVERNOUS,VI
LLAIN,VILLAINOUS,OANGER,OANG
EROUS,PERIL,PERILOUS,ADVANTA
GE,ADVANTAGEOUS
170 DATA BARB,BARBED,FORK,FO
RKED,BORDER,BORDERED,WHEEL,W
HEELED,HUNGER,HUNGRY,ANGER,A
NGRY
180 DATA PARLIAMENT,PARLIAME
NTARY,PLANET,PLANETARY,LEGIS
LATURE,LEGISLATIVE,PARISH,PA
ROCHIAL
190 DATA CONGRESS,CONGRESSIO
NAL,ELEPHANT,ELEPHANTINE,FAN
TASY,FANTASTIC,BULL,BULLISH
200 DATA GIRL,GIRLISH,BOY,BO
YISH,BABY,BABYISH,AMATEUR,AM
ATEURISH,FEVER,FEVERISH,DEVI
L,DEVILISH,FOOL,FOOLISH
210 DATA OAF,OAFISH,SHEEP,SH
EEPIST,CHILD,CHILDISH or CHI
LDLIKE,VIRTUE,VIRTUOUS,PRIDE
,PROUD or PRIDEFUL
220 DATA HATE,HATEFUL,DOUBT,
DOUBTFUL,THOUGHT,THOUGHTFUL,
SHAME,SHAMEFUL,FEAR,FEARFUL,
SDROW,SORROWFUL
230 DATA WISH,WISHFUL,PEACE,
PEACEFUL,EVENT,EVENTFUL,TRU
TH,TRUTHFUL,SKILL,SKILLFUL,MA
N,MANLY
240 DATA WOMAN,WOMANLY,FATHE
R,FATHERLY,MOTHER,MOTHERLY,B
ROTHER,BROTHERLY,SISTER,SIST
ERLY
250 DATA NIGHT,NIGHTLY,HOOR,
HOURLY,MONTH,MONTHLY,ORDER,O
RDERLY,SERIES,SERIAL
260 DATA TIME,TIMELY,GRAVEL,
GRAVELLY,FRIEND,FRIENDLY,WOOL,
WOOLLY,YEAR,YEARLY,SOUTH,S
OUTHERN or SOUTHERLY
270 DATA NORTH,NORTHERN or N
ORTHERLY,WEST,WESTERN or WES
TERLY,EAST,EASTERN or EASTER
LY
280 DATA CHARITY,CHARITABLE,
TERROR,TERRIFIED or TERRIBLE
,HORROR,HORRIFIED or HORRIBL
E or HORRIFIC
290 DATA RAG,RAGGED,MILITARY
,MILITARISTIC,ART,ARTISTIC,C
AT,CATTY,DOG,DOGGY,FOG,FOGGY
,SUN,SUNNY
300 DATA BAG,BAGGY,LEG,LEGGY
,BOG,BOGGY,STUB,STUBBY,FUN,F
UNNY,FUR,FURRY,GUM,GUMMY,AVA
RICE,AVARICIOUS

```

```

310 DATA CLOUD,CLOUDY,RAIN,R
AINY,FLOWER,FLOWERY or FLORA
L,GREED,GREEDY,THIRST,THIRST
Y,AIR,AIRY,BUSH,BUSHY,FISH,F
ISHY
320 DATA SOUP,SOUPY,BLOOD,BL
OODY,FOAM,FOAMY,BEAD,BEADY,S
WAMP,SWAMPY,SILVER,SILVERY,C
OPPER,COPPERY,DUST,DUSTY
330 DATA DIRT,DIRTY,GUILT,GU
ILTY,SALT,SALTY,GRAIN,GRAINY
,OIL,OILY,TRICK,TRICKY,HILL,
HILLY,ROCK,ROCKY
340 DATA SAND,SANDY,SOAP,SOA
PY,SUDS,SUDSY,SILK,SILKY,WOOL,
WOODY,MODESTY,MODEST,PIETY
,PIOUS,DAY,DAILY
350 DATA TREE,TREELIKE,TOY,T
OYLIKE,FINGER,FINGERLIKE,SWA
N,SWANLIKE,WAR,WARLIKE,DISH,
DISHLIKE,PLATE,PLATELIKE
360 DATA SPOON,SPOONLIKE,BIR
D,BIRDLIKE,SNAKE,SNAKY,WIRE,
WIRY,BONE,BONY,SMOKE,SMOKY,F
LAKE,FLAKY
370 DATA NOISE,NOISY,BRINE,B
RINY,TASTE,TASTY,STONE,STONY
,WAVE,WAVY,GORE,GORY,PASTE,P
ASTY,BUBBLE,BUBBLY
380 DATA LABOR,LABORIOUS,ORN
AMENT,ORNAMENTAL,GOVERNMENT,
GOVERNMENTAL,CONTINENT,CONTI
NENTAL,MUSIC,MUSICAL
390 DATA MAGIC,MAGICAL,TOPIC
,TOPICAL,SENSATION,SENSATION
AL,LOGIC,LOGICAL,ALARM,ALARM
ING,ARTERY,ARTERIAL
400 DATA GOLD,GOLDEN,EARTH,E
ARTHEN,GLAMOUR,GLAMOURIZED,D
EPUTY,DEPUTIZED,ENERGY,ENERG
IZED,PART,PARTIAL,FIRE,FIERY
410 DATA ANGEL,ANGELIC,CHERU
B,CHERUBIC,BURDEN,BURDENSOME
,TROUBLE,TROUBLESOME,BEAST,B
ESTIAL
420 DATA HISTORY,HISTORICAL,
GEOGRAPHY,GEOGRAPHICAL,BOTAN
Y,BOTANICAL,BIOLOGY,BIOLOGIC
AL,LITURGY,LITURGICAL
430 !@P+
440 DIM A$(175),B$(175):: FO
R J=1 TO 174 :: READ A$(J),B
$(J):: Z$=Z$&CHR$(J):: NEXT
J :: Y$=Z$ :: RANDOMIZE
450 DISPLAY AT(7,1):"";"Type
the adjective form of -":"
460 X=INT(RND*LEN(Y$)+1):: Y
=ASC(SEG$(Y$,X,1)):: Y$=SEG$
(Y$,1,X-1)&SEG$(Y$,X+1,255):
: IF LEN(Y$)=0 THEN Y$=Z$

```

```

470 DISPLAY AT(12,1):A$(Y)::
ACCEPT AT(12,14):Q$ :: IF P
OS(B$(Y),Q$,1)=0 THEN 490
480 DISPLAY AT(18,1):"";" "
: FOR D=1 TO 100 :: NEXT D
: DISPLAY AT(18,1):" That is
the word in my memory b
anks." :: GOTO 460
490 DISPLAY AT(18,1):" The a
djective in my memory bank
is ";B$(Y):: GOTO 460

```

When one program is run from from another by RUN DSK., the screen is not cleared, sprites are not deleted, and screen color, character definitions and sprite magnification are not returned to the default values. This can cause some strange results, which can be prevented by CALLING CLEARALL just before the RUN.

```

1000 SUB CLEARALL :: CALL CL
EAR :: CALL DELSPRITE(ALL)::
CALL SCREEN(8):: CALL CHARS
ET :: CALL MAGNIFY(1)
1001 FOR CH=65 TO 90 :: CALL
CHARPAT(CH,CH):: CALL CHAR
(CH+32,"00"&SEG$(CH$,1,12)&S
EG$(CH$,15,2)):: NEXT CH
1002 CALL CHAR(96,"000201008
",123,"0018202040202018",124
,"00101010001010100030080804
08083000000205408")
1003 FOR CH=127 TO 143 :: CA
LL CHAR(CH,"0"):: NEXT CH ::
SUBEND

```

The routine in line 1001 can be used, by deleting the +32 if necessary, to modify some of the character sets on my Nuts & Bolts disks.

From an idea in a program by Ed Machonis, here is an improvement to my 28-Column Converter published in Tips #18. After line 160, insert 165 DISPLAY AT(20,1):"Tab setting? 1" :: ACCEPT AT(20,14)SIZE(-2)BEEP:T And change line 290 to - 290 PRINT #2:TAB(T);L\$:: S=S+28 :: GOTO 410

MEMORY FULL! - Jim P.



TI-BASE: PART TWO

LAST TIME IN IMPACT I WAXED ENTHUSIASTIC OVER DENNIS FAHERTY'S TI-BASE. IN THE FEW DAYS SINCE I WROTE PART I OF THIS REVIEW I HAVE GROWN EVEN MORE FOND OF THIS FANTASTIC DATABASE.

YOU CAN THROW OUT ALL YOUR OTHERS, JUST AS YOU DID YOUR OLD TI WRITER AND DISK MANAGER CARTRIDGES AFTER FUNNELWEB CAME OUT.

TI-BASE IS PERFECT FOR BUSINESS, SCHOOL, HOME, AND PLAYTIME. THIS CAN HANDLE ANYTHING YOU WANT A DATABASE FOR AND LOTS OF THINGS YOU DIDN'T KNOW YOU WANTED ONE FOR BEFORE SEEING THIS CREATIVE PACKAGE.

BUT BEFORE I LIST A PILE OF ITS OPERATIONAL PROPERTIES, IT MIGHT BE BETTER TO START (AS I HAD TO) WITH THE SIMPLE THINGS. LAST MONTH I SAID I WANTED TO CREATE A PERSONAL LIBRARY CATALOG OF WORKS BY COMEDY AUTHOR P.G. WODEHOUSE. IT COULD JUST AS EASILY BE A VIDEO LIBRARY OR RECIPES OR A CHECKBOOK OR MAILING ADDRESSES OR WHATEVER. IT DOES ALL THESE SIMPLE TASKS MORE EASILY THAN ANY OTHER DATABASE I HAVE USED FOR THE TI. ITS INPUT HAS NO RESTRICTIONS, NOR DOES ITS OUTPUT, AS YOU WILL SEE.

THE WODEHOUSE COLLECTION I HAVE INCLUDES PAPERBACK BOOKS, HARDBOUNDS, MULTI-BOOK ANTHOLOGIES, SHORT STORIES, TAPES, VIDEOS. I HAVE A NUMERICALLY-ASSIGNED BIBLIOGRAPHY. I ALSO HAVE SHEETS OF PAPER WITH THE VARIOUS TITLES UNDER WHICH THE SAME BOOKS WERE PRINTED. AND I HAVE A LOT OF ODD PIECES OF INFORMATION ABOUT MANY OF THE PRINTED MATERIALS FROM DIFFERENT SOURCES, INCLUDING SOME LIBRARY RESEARCH. AND, OF COURSE, I HAVE MANY OF THE BOOKS.

SO I FIRST HAD TO DECIDE HOW I WANTED THIS INFORMATION COLLECTED AND HOW I WANTED IT TO APPEAR IN FINAL SCREEN DISPLAY AND HARD COPY FORMS.

I HAVE OVER 200 SEPARATE ITEMS, BUT FOR OUR PURPOSES I'LL USE THE FIRST FEW. ALL BOOKS.

AT FIRST GLANCE I REALIZED THAT THE PRE-COMPUTER OPERATION IS SIMILAR TO MANY DATABASES. I HAVE TO CONSTRUCT A FIELD (TITLE, ORIGINAL PUBLICATION DATE, ASSIGNED NUMBER FOR CROSS-REFERENCING [LIKE K235 FOR MOZART'S WORKS] AND SO ON).

I'M ALLOWED 17 DIFFERENT FIELDS ON EACH RECORD PAGE. MORE THAN I'LL EVER USE. I'M ALLOWED UP TO 255 CHARACTERS FOR EACH FIELD. AGAIN, MORE THAN I'LL USE. AND I'M ALLOWED OVER 8,000 RECORDS PER DATABASE. DEFINITELY MORE THAN I'LL EVER USE. AND I CAN CREATE AN INFINITE NUMBER OF BASES.

SO, I PUT MY TI-BASE IN DRIVE 1 (THOUGH I CAN ASSIGN IT TO ANY DRIVE OR RAM) AND MY INITIALIZED BLANK DISK FOR CREATION OF THE DATABASE IN DRIVE 2 (THOUGH I COULD INITIALIZE IT FROM INSIDE THE PROGRAM ITSELF WHILE I'M USING IT). I LOAD TIB AUTOMATICALLY BY CHOOSING EXTENDED BASIC.

TIB TAKES ABOUT 97 SECONDS TO FULLY LOAD. THEN YOU ARE ASKED FOR THE DATE IN THIS FORM: 09/18/88. THIS INFO GOES ONTO YOUR DISK AND DATABASE, SO BE SURE THE WRITE-PROTECT TABS ARE NOT ON EITHER DISK. AND BE SURE YOU MADE BACKUPS (AS RECOMMENDED BY FAHERTY) AND KEEP YOUR ORIGINALS SAFE.

NEXT YOU'LL BE PRESENTED WITH A STATUS REPORT WITH THESE DEFAULTS:

DATDISK=DSK2.
PRGDISK=DSK1.
PRINTER=PIO.
LINE=80
PAGE=56
HEADING=ON
TALK=ON
SPACES=1
RECNUM=ON
LSPACE=256
DATE=09/08/88

I STUCK WITH THE DATA AND PROGRAM DRIVES AND WITH THE PRINTER. I CHANGED LINE TO 134 BECAUSE I WANTED A CONDENSED PRINTOUT. I KEPT THE PAGE LENGTH OF 56 LINES. I SHUT OFF THE HEADING BECAUSE I PLANNED TO PRINT OUT LOTS OF DIFFERENT HARDCOPIES AND DIDN'T NEED THE HEADING. I RETAINED TALK WHICH DISPLAYS THE COMMANDS AS THEY ARE BEING EXECUTED. AND THE SPACES BETWEEN COLUMNS AT 1 AND THE 256 CHARACTER LSPACE FOR THE VARIABLES I WAS ABOUT TO CREATE. I SHUT OFF THE RECORD NUMBERS BECAUSE MY ASSIGNED NUMBERS (WHICH START AT 1 INSTEAD OF 0) WOULD GIVE ME A CLEANER, MORE RELEVANT PRINTOUT, AS WELL AS SCREEN DISPLAY. THERE IS NO CURSOR HERE. JUST A DOT IN THE LOWER LEFT CORNER. THAT MEANS TI-BASE IS READY FOR YOUR COMMAND. I HAD TO MAKE THOSE CHANGES ABOVE, SO I JUST TYPED SET LINE=134 (ENTER) AND SET HEADING=OFF (ENTER) AND SET RECNUM=OFF (ENTER). I THEN TYPED AT THE DOT DISPLAY STATUS JUST TO SEE THAT EVERYTHING GOT

IN OKAY. IT DID. SIMPLE.

NOW I TYPED CLEAR TO CLEAR THE SCREEN (AND ENTER, OF COURSE, AFTER EACH COMMAND).

BUT I DON'T LIKE THE SCREEN COLORS OF WHITE ON DARK-BLUE. SO AT THE DOT I TYPE COLOR BLACK DARK-YELLOW. VOILA! A NICE CRISP BLACK-ON-YELLOW SCREEN, THOUGH I COULD HAVE CHOSEN ANY COMBINATION I WANTED.

HAVE YOU NOTICED THAT AT THE COMMAND DOT I SIMPLY TYPE IN A WORD OR TWO THAT DIRECTLY AND INSTANTLY PERFORMS THE OPERATION? AT LAST, I AM READY TO CREATE A STRUCTURE FOR MY P.G. WODEHOUSE DATABASE.

AT THE DOT I TYPE CREATE DSX2.WODEHOUSE (8-LETTER DB TITLE). THIS SETS UP THE BASE AUTOMATICALLY FOR MY PERSONALIZED STRUCTURE.

UP ON THE SCREEN COMES A #1 FOLLOWED BY A LONG SLASH AND A COUPLE SHORT ONES. I TYPE NUMBER IN THE LONG SLASH AND ENTER. THE CURSOR JUMPS TO THE FIRST SHORT DASH. I TYPE N OVER THE DEFAULT C BECAUSE THIS IS TO BE A NUMBER INSTEAD OF CHARACTER. WHEN I GET TO THE NEXT SMALL DASH I TYPE 3 BECAUSE MY NUMERATION WILL NEVER REACH INTO THE THOUSANDS, SO A THREE-PLACE DIGIT IS SUFFICIENT FOR MY NEEDS. AN EXTRA BOX APPEARS. THIS IS FOR DECIMALS. I TYPE 0 BECAUSE I'M ONLY GOING TO DEAL WITH WHOLE NUMBERS. (WHEN I EVENTUALLY DO MY CHECKBOOK DATABASE SOMEDAY, I WILL USE THIS.) WHEN I PRESS ENTER HERE, THE CURSOR JUMPS DOWN ONE LINE AND A #2 AND SIMILAR SLASHES APPEAR.

THE TOP LINE NOW READS LIKE THIS: 1 NUMBER (THIS IS THE FIELD FOR THE BIOGRAPHICALLY ASSIGNED NUMBERS) N 3 0. THE NEXT LINE WILL BE TYPED IN AS THIS: 2 ORIG_DATE N 4 0 FOR THE ORIGINAL PUBLICATION DATE AND A NUMBER WHICH WILL TAKE UP FOUR SPACES.

THE NEXT SIX FIELDS (ALL CHARACTERS) ARE DONE AS FOLLOWS:

3 TITLE C 26

4 H_P_T_S_O C 1

5 JV_BL_OTHR C 2

6 FIRST?YNN C 1

7 OWN?YN C 1

8 COMMENTS C 255

I ASSIGNED TITLE 26 CHARACTERS BECAUSE THAT IS THE MOST CHARACTERS ANY NOVEL OR PLAY TITLE HAS; #4 MERELY TELLS ME IN ONE CHARACTER IF THE MATERIAL IS HARDBOUND, PAPERBACK, TAPE, STORY, OR OTHER; #5 LETS ME KNOW IN TWO CHARACTERS IF THE ITEM IS ABOUT JEEVES, BLANDINGS, OR OTHER; #6 ASKS IF THIS IS A FIRST EDITION. THE N IS FOR MAYBE (TO CHECK LATER). #7 WANTS TO KNOW IF I OWN IT; AND #8 LETS ME INPUT COMMENTS UP TO 255 CHARACTERS LONG. THAT WAY I CAN LIST ALTERNATE TITLES, DESCRIPTIONS, CHARACTERS, PLOT, WHATEVER.

SO MY VERY PERSONAL 8-FIELD RECORD STRUCTURE IS FINISHED IN ABOUT A MINUTE. BEFORE WE LEAVE THIS, THOUGH, I CHECK IT OUT. THE CURSOR CAN BE RUN ALL OVER THE SCREEN FOR ANY CHANGES EASILY. NOW I EXECUTE (FCTN/8) TO CONTINUE THE PROCESS OF CREATING MY DATABASE. AT THIS POINT I WAS ASKED IF I WANTED TO INPUT DATA. I DID, SO I PRESSED Y. (AT THIS POINT I COULD HAVE CREATED SOME MORE TEMPLATES, AS TI-BASE HANDLES 5 DATABASES SIMULTANEOUSLY BY PROVIDING SLOTS FOR EACH BASE.)

MY NEXT STEP (AS RECORD #1 APPEARS ON THE SCREEN) IS TO SIMPLY FILL IN THE BLANKS I CREATED. HERE IS WHAT I TYPE FOR THE FIRST RECORD:

1 DOI (FOR BIB #)

2 1902 (ORIG PUB DATE)

3 POTHUNTERS, THE (TITLE)

4 P (PAPERBACK)

5 OT (OTHER THAN JEEVE OR BLAND)

6 N (NOT FIRST EDITION)

7 Y (I OWN THIS BOOK)

8 FIRST BOOK OF PGW. "TURN OF THE CENTURY" ENGLISH PUBLIC SCHOOL TALES. MOSTLY BOXING. ST. AUSTIN'S BOARDING HOUSE. IN SINGLE-BOOK COLLECTION WITH A PREFECT'S UNCLE & TALES OF ST. AUSTIN'S (#2 & 3).

I CHECK IT OUT, MAKE ANY CHANGES, AND PRESS ENTER. IT AUTOMATICALLY RECORDS ON DSX2, MY "WODEHOUSE" DATA DISK.

THIS TI-BASE IS FAST, SIMPLE, AND DIRECT. MY SECOND RECORD TEMPLATE IS WAITING FOR ME TO JUST FILL IN THE BLANKS. I CONTINUE ON AND ON UNTIL ABOUT TWO DOZEN RECORDS ARE ESTABLISHED. THEN I QUIT FOR DINNER BY TYPING CLOSE ALL. THE PROGRAM TAKES CARE OF ALL MY DATABASE RECORDS. THEN I TYPE QUIT.

STUFFED WITH ROAST TURKEY, I RETURN TO MY TI, LOAD UP TI-BASE AND TYPE AGAIN THE DATE.

ONCE THE COMMAND DOT APPEARS I TYPE USE DSX2.WODEHOUSE. BANG! IT'S READY FOR ME. I TYPE DISPLAY STRUCTURE JUST TO SEE MY TEMPLATE. STILL THERE. PERFECT. I TYPE EDIT 5 JUST TO SEE IF IT'LL PULL UP MY FIFTH RECORD PAGE. IT DOES. INSTANTLY. I RUN MY CURSOR AROUND JUST PLAYING WITH THE EDITING FUNCTIONS. THE PROGRAM COMES WITH A KEY STRIP AND MOST FUNCTIONS (SUCH AS INSERT (FCTN/2)) JUST TOGGLE ON AND OFF. IN THE EDIT MODE I PAGE FORWARD AND BACK WITH THE 5 & 6 KEYS. MEAT AND EASY. AND INSTANTANEOUS.

BUT I'M READY TO ADD MORE. I JUST TYPE APPEND AND THE NEXT BLANK RECORD (#25) COMES UP. I JUST GO ON FILLING UP RECORD AFTER RECORD AS EFFORTLESSLY AS BUTTERING HOT CORN MUFFINS. THIS IS FUN.

ALL THE TIME I'M DOING THIS STUFF I KEEP THINKING OF MORE AND MORE USES FOR TI-BASE.

AFTER A WHILE I STOP (AFTER 83 RECORDS) TO TRY OUT SOME OTHER FEATURES.

FIRST, I WANT TO GET SOME SCREEN DISPLAYS.

I TYPE SORT ON TITLE. ZIP!!! MY 83 RECORDS ARE NOW SORTED ALPHABETICALLY BY TITLE. TO PROVE IT I NEXT TYPE DISPLAY ALL TITLE NUMBER. YOU GUESSED IT. THIS GIVES ME TWO COLUMNS: THE TITLES ALPHABETICALLY WITH ITS BIBLIO NUMBER IN A NEAT COLUMN JUST TO THE RIGHT IN THE 27TH SCREEN COLUMN. SO I TYPE DISPLAY 10 AND GET THE FIRST 10 RECORDS DISPLAYED ALPHABETICALLY WITH ALL 8 FIELDS. THEN I TYPE SORT ON NUMBER. ZIP!!!

I TYPE DISPLAY ALL TITLE NUMBER ORIG_DATE OWN?YN (I MUST TYPE MY ORIGINAL TEMPLATE NAMES.) NOW I GET FOUR NICE COLUMNS ALL IN NUMERICAL ORDER.

I PLAY, THUS, FOR ABOUT A HALF HOUR TRYING ALL KINDS OF CONFIGURATIONS.

HOW DO YOU SUPPOSE ONE GOES ABOUT GETTING A HARDCOPY? RIGHT! I TYPE PRINT WITH ALL THE SAME COMBOS AS DISPLAY. WITH THE IDENTICAL RESULTS ON PAPER. THE PRINTER IS ON AND STARTS RIGHT UP PRINTING EXACTLY WHAT I ASKED FOR IN NUMERIC ORDER: PRINT ALL NUMBER TITLE ORIG_DATE OWN?YN. I HAD ALREADY SET MY MX-1000 FOR CONDENSED. A BEAUTIFUL FOUR-COLUMN READOUT IS IN MY HAND. I TYPE SORT ON TITLE; THEN PRINT ALL TITLE COMMENTS AND GET A QUICK, ALPHABETICAL COLUMN OF TITLES FOLLOWED BY MY COMPLETE COMMENTS.

I GUESS I DON'T HAVE TO GO ON WITH THIS, BUT IF I WANT TO DELETE I TYPE DELETE (AND WHAT I WANT DELETED) AND LATER I CAN RECALL IT (BY TYPING RECALL AND THE ITEM).

I CANNOT IMAGINE WHAT COULD BE EASIER. THIS IS WONDERFUL! AND I HAVEN'T EVEN TRIED THE TUTORIAL DISK YET, NOR HAVE I EVEN BEGUN TO EXPLORE EVEN A SMALL PART OF WHAT THIS DATABASE DOES. THIS IS GOING TO TAKE ME MONTHS. I DON'T CARE. I CAN USE IT INSTANTLY FOR 99% OF ALL MY DATABASE NEEDS WITHOUT EVEN LOOKING AT THE MANUAL ANY MORE. IT'S THAT EASY. BUT I STILL WANT TO DISCOVER THE SECRETS OF TI-BASE STILL HIDDEN FROM ME.

HOWEVER, MOST TI USERS (IF YOU'RE LIKE ME), WILL NEED JUST THE STUFF I DEALT WITH DURING THESE FIRST FEW HOURS WITH THIS NEW SOFTWARE. FOR THOSE PEOPLE WHO NEED A PROFESSIONAL DATABASE OF THE HIGHEST ORDER, THEY ARE IN LUCK. IT'S HERE, ALSO.

I'VE NEVER UNCONDITIONALLY RECOMMENDED ANY COMMERCIAL SOFTWARE IN THE 7 YEARS I'VE BEEN REVIEWING STUFF FOR THE TI. BUT I DO NOW WITH TI-BASE. THE PRICE OF \$24.95 IS RIDICULOUSLY LOW FOR SUCH SOFTWARE AND IS OFFERED EVEN LOWER TO USER GROUPS ORDERING IN ANY SIZE BULK. IT COMES WITH TWO DISKS, A 40-PAGE MANUAL (WHICH I WISH WERE BIGGER AND IN BLACK AND WHITE INSTEAD OF BLUE AND GREY AND HAD SOME STEP-BY-STEP TUTORIAL-TYPE INSTRUCTIONS), AND A FUNCTION KEY STRIP. SEND YOUR ORDER (WITH \$1.50 S&H) TO TEXAMENTS, 53 CENTER STREET, PATCHOGUE, NY 11772 OR CREDIT CHARGE AT 516-475-3480.

I THINK WE'RE GOING TO BE SEEING LOTS OF COMPANION DISKS, TEMPLATES, AND TEXTWARE FOR TI-BASE FROM USERS WORLD-WIDE.

EXCUSE ME. I THINK I'LL GET STARTED ON A FEW MORE TEMPLATES.

[JACK SUGHRUE, Box 459, E. DOUGLAS, MA 01516]

Y 001 POTHUNTERS, THE
Y 002 PREFECT'S UNCLE, A
Y 003 TALES OF ST. AUSTIN'S
Y 004 GOLD BAT, THE
N 005 WILLIAM TELL TOLD AGAIN
Y 006 HEAD OF KAY'S, THE
Y 007 LOVE AMONG THE CHICKENS
Y 008 WHITE FEATHER, THE
Y 009 NOT GEORGE WASHINGTON
N 010 GLOBE BY THE WAY BOOK, TH
Y 011 SWOOP!, THE
N 012 MIKE
Y 013 GENTLEMAN OF LEISURE, A
Y 014 PSMITH IN THE CITY
Y 015 PSMITH JOURNALIST
N 016 PRINCE AND BETTY, THE
N 017 LITTLE NUGGET, THE
N 018 MAN UPSTAIRS, THE
Y 019 SOMETHING FRESH
N 020 UNEASY MONEY
Y 021 PICCADILLY JIM

Sample: 3 FIELDS,
ASCENDING NUMERIC ORDER
BY "OWN" #. * "TITLE"
-Printed exactly as is
(and as desired) directly
through printer.

TIME DATED MATERIAL

DECATUR 99er H.C.U.G.
P.O. BOX 726
DECATUR, IL 62525

NEXT MEETING DATE:
THURSDAY, JANUARY 19, 1989

ALL MEETING DATES:
6:30 PM TO ???? PM
FIRST CONGRAGATIONAL CHURCH
3465 NORTH MacARTHUR RD.

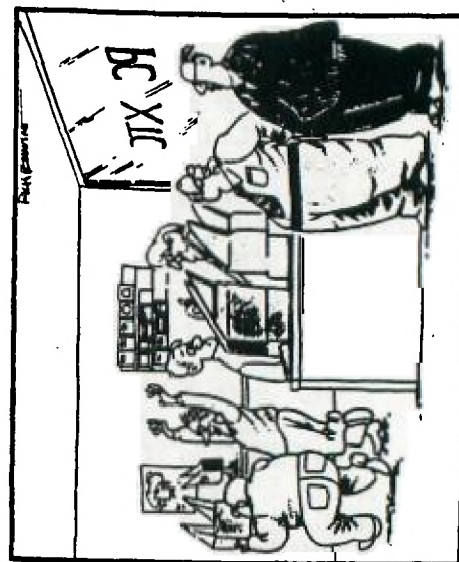
>>>>JANUARY MEETING DATE<<<<

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18>>	19<<	20	21
22	23	24	25	26	27	28
29	30	31				

DECATUR 99er HOME COMPUTER USERS GROUP #
APPLICATION FOR MEMBERSHIP #

DATE __/__/89 #

NAME _____ #
ADDRESS _____ #
CITY _____ ZIP _____ #
PHONE _____ #
WORK PHONE _____ #
DUES: MEMBERSHIP \$20 #
STUDENT \$15 #



"Well, we took a poll and found that what people really wanted wasn't more power or increased applications, but just really new tail fins."