



THE DELAWARE VALLEY USERS GROUP

DEDICATED TO T.I. 99/4A HOME COMPUTER USER

P.O. BOX 6240 STANTON BRANCH WILMINGTON DE 19804

(meeting the 4th thur. monthly)

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TALES OF HORROR
AND
AGGRAVATION
(OR HOW I LEARNED
HOW TO USE CIS)

A lot of you who are modem equipped have probably taken notice to a lot of cryptic references to CIS. First off, CIS is an acronym for Computer Information Service. What does it do? Well, a lot..it provides a very large data base on a lot of items. Subjects as varied as aircraft or stocks and bonds or almost anything you may have an interest. Special Interest Groups or SIG's offer a forum for any specialized interests. The SIG's also maintain data bases which specialize in specific areas of interest. The Texas instrument SIG, for example, has files which only relate and operate via TI hardware. There are down-loadable programs for quite a few different purposes. There are real-time conferences dealing with a large number of subjects. Want to go shopping?(and not leave the computer) (Continued Page 2.)

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AMATEUR RADIO AND COMPUTERS
by Paul R. Wells--WA3HFL

Probably a lot of you in the Delaware Valley Users Group are aware of amateur radio. It has been around for a long time, since before WWI as a matter of fact. You may have a mental image of a 'ham' as a wierd sort of person whose interest in the outside world consists mainly of what new country he can talk to. This image while true of a few hard-core types whose primary interest in the hobby is mainly competitive in where he is on the DXCC Honor Roll (a list of operators whose total number of confirmed contacts with foreign countries amount to 300 or more), is not true of the amateur radio community at large. Amateurs also have been at the forefront of new uses of computers in communications. We, as 'hams' have been keenly aware of the potential of the 'micro' for some time. The computer has revolutionized certain aspects of our hobby.

Computers are capable of decoding morse code and sending morse code with a accuracy not possible before now. Computers also can send and recieve teletype meesages. A more esoteric use has been the use of micro-computers in controlling our amateur radio satelites...that's right, we amateurs have actually put several communications 'birds' up. At our next meeting, look around....chances are that you'll be sitting near a ham!

CIS (Continued from page 1.)
 computer) There is a
 "Electronic Mall" filled with
 merchants from everywhere from
 Fifth Avenue, New York to Los
 Angeles, California. All you
 need is your computer, a modem
 and a Visa or Mastercard
 CHARGE!!! Want to make flying
 trip somewhere? You can shop
 for the best price and most
 convenient connections via CIS
 or if you'd rather do it
 yourself -fly that is- you can
 get the latest flight weather
 and NOTAM files pertaining to
 your route. If you wish to try
 this out for yourself, Castle
 Video and probably other
 merchants in the area have
 trial packages for
 approximately \$30. This
 package includes a manual
 explaining CIS and its
 procedures (a "must read" item,
 I discovered) and 5 hours of
 user time. The fee pretty much
 covers the hours you will spend
 exploring this huge and
 fascinating facility.
 "Old-timers" such as Barry
 Boland are very experienced in
 the use of CIS and are a good
 source of info on CIS and it's
 many facets. As far as the
 tales of "HORROR AND
 AGGRAVATION" go, let it simply
 suffice to say that I am a
 walking case of "Murphy's law",
 if there is a wrong way to do
 something, I've probably done
 it. The problem with this is
 that CIS charges you for
 connect time and if you try it
 the wrong way too much, you end
 up with a big bill! Paul Wells

WORD PUZZLE by Diane Kelly

ZORK

FORESTS	TAKE THE SWORD
MANSION	LAMP
CAVERN	ROPE
RIVER	TAKE ALL
EMPIRE	KILL THE TROLL
UNDERGROUND	STORY
SURPRISES	DANGEROUS
CHALLENGE	ADVENTURE
HOUSE	LEAFLET
MAILBOX	EXPLORE
MORTAL	COMPUTER
GAME	

U S U R P R I S E S O L
 A N E M P I R E O R L C
 D M D C A V E R N G F G
 T A K E A L L Z R P K L
 S N Q V R W X T Y E A D
 E S E M A G E R E T L R
 R I V E R H R S R P A D
 O O I M T S U O T F M W
 F N W L J O M Q U M P S
 B C L C H A L L E N G E
 E I O U I S T O R Y D H
 K Y X L E A F L E T W T
 P C B A D V E N T U R E
 C O M P U T E R A A S K
 X E X P L O R E F B C A
 D A N G E R O U S J A T

Taken from the Hoosier Users Group - June 1984
KEY CODE / TOKENIZED BASIC CODE CHART

Compiled by Don Donlan

COMMAND	ASCII/Hex	Key	COMMAND	ASCII/Hex	Key	COMMAND	ASCII/Hex	Key	COMMAND	ASCII/Hex	Key
Marks EOL	0	>00		64	>40	DEF.....	137	>89 CTRL I	Flag Line No	201	>C9
AID	1	>01 FCTN 7	Upper Case..	65	>41	DIM.....	138	>8A CTRL J	EOF.....	202	>CA
BREAK/INTRUPT	2	>02 FCTN 4		66	>42	END.....	139	>88 CTRL K	ABS.....	203	>CB
DELETE CHAR.	3	>03 FCTN 1		67	>43	FOR.....	140	>8C CTRL L	ATN.....	204	>CC
INSERT	4	>04 FCTN 2		68	>44	LET.....	141	>8D CTRL M	COS.....	205	>CD
QUIT/RESET	5	>05 FCTN =		69	>45	BREAK.....	142	>8E CTRL N	EXP.....	206	>CE
REDO/REPEAT	6	>06 FCTN 8		70	>46	UNBREAK....	143	>8F CTRL O	INT.....	207	>CF
ERASE A LINE	7	>07 FCTN 3		71	>47	TRACE.....	144	>90 CTRL P	LOG.....	208	>D0
Cursor Left	8	>08 FCTN S		72	>48	UNTRACE....	145	>91 CTRL Q	SGN.....	209	>D1
Cursor Right	9	>09 FCTN D		73	>49	INPUT.....	146	>92 CTRL R	SIN.....	210	>D2
Cursor Down	10	>0A FCTN X		74	>4A	DATA.....	147	>93 CTRL S	SQR.....	211	>D3
Cursor Up	11	>0B FCTN E		75	>4B	RESTORE....	148	>94 CTRL T	TAN.....	212	>D4
PROG'D	12	>0C FCTN 6		76	>4C	RANDOMIZE..	149	>95 CTRL U	LEN.....	213	>D5
Carriage Rtrn	13	>0D ENTER		77	>4D	READ.....	150	>96 CTRL V	CHR\$.....	214	>D6
BEGIN	14	>0E FCTN 5		78	>4E	STOP.....	151	>97 CTRL W	RND.....	215	>D7
BACK	15	>0F FCTN 9		79	>4F	DELETE.....	152	>98 CTRL X	SEG.....	216	>D8
*DLEscape	16	>10 CTRL P		80	>50	REN.....	153	>99 CTRL Y	POS.....	217	>D9
*DC1 (X-ON)	17	>11 CTRL Q		81	>51	ON.....	154	>9A CTRL Z	VAL.....	218	>DA
*DC2	18	>12 CTRL R		82	>52	PRINT.....	155	>9B CTRL .	STR\$.....	219	>DB
*DC3 (X-OFF)	19	>13 CTRL S		83	>53	CALL.....	156	>9C CTRL ;	ASC.....	220	>DC
*DC4	20	>14 CTRL T		84	>54	OPTION.....	157	>9D CTRL =	%PI.....	221	>DD
*NAKnowledge	21	>15 CTRL U		85	>55	OPEN.....	158	>9E CTRL 8	REC.....	222	>DE
*SYNC idle	22	>16 CTRL V		86	>56	CLOSE.....	159	>9F CTRL 9	%MAX.....	223	>DF
*ETBlock	23	>17 CTRL W		87	>57	SUB.....	160	>A0	%MIN.....	224	>E0
*CANCEL	24	>18 CTRL X		88	>58	DISPLAY....	161	>A1	%RPT\$.....	225	>E1
*End of Medium	25	>19 CTRL Y		89	>59	%IMAGE.....	162	>A2		226	>E2
*SUBstitute	26	>1A CTRL Z		90	>5A	%ACCEPT....	163	>A3		227	>E3
*ESCAPE	27	>1B CTRL .		91	>5B	%ERROR.....	164	>A4		228	>E4
*File Separator	28	>1C CTRL ;		92	>5C	%WARNING...	165	>A5		229	>E5
*Grp Separator	29	>1D CTRL =		93	>5D	%SEMI-CLN;	166	>A6		230	>E6
Cursor Char.	30	>1E		94	>5E	%SEMI-CLN;	167	>A7		231	>E7
Edge Char.	31	>1F	Underline	95	>5F	%SEMI-CLN;	168	>A8	%NONEFIC....	232	>E8
Blank/Space	32	>20 Space	Grave Accent	96	>60	%SEMI-CLN;	169	>A9	%DIGIT.....	233	>E9
	33	>21	Lower Case..	97	>61	%INPUT.....	170	>AA	%ALPHA.....	234	>EA
	34	>22		98	>62		171	>AB	%SIZE.....	235	>EB
	35	>23		99	>63		172	>AC	%ALL.....	236	>EC
	36	>24		100	>64		173	>AD	%LENG.....	237	>ED
	37	>25		101	>65		174	>AE	%KEEP.....	238	>EE
	38	>26		102	>66		175	>AF	%ERASE.....	239	>EF
	39	>27		103	>67		176	>B0 CTRL 0	%AT.....	240	>F0
	40	>28		104	>68		177	>B1 CTRL 1	BASE.....	241	>F1
	41	>29		105	>69		178	>B2 CTRL 2	? TEMPORARY...	242	>F2
	42	>2A		106	>6A		179	>B3 CTRL 3	%VARIABLE....	243	>F3
	43	>2B		107	>6B		180	>B4 CTRL 4	RELATIVE....	244	>F4
	44	>2C		108	>6C		181	>B5 CTRL 5	INTERNAL....	245	>F5
	45	>2D		109	>6D		182	>B6 CTRL 6	SEQUENTIAL..	246	>F6
	46	>2E		110	>6E		183	>B7 CTRL 7	OUTPUT.....	247	>F7
	47	>2F		111	>6F		184	>B8 FCTN	UPDATE.....	248	>F8
	48	>30		112	>70		185	>B9	APPEND.....	249	>F9
	49	>31		113	>71		186	>BA FCTN /	FIXED.....	250	>FA
	50	>32		114	>72		187	>BB CTRL /	? PERMANENT...	251	>FB
	51	>33		115	>73		188	>BC FCTN 0	TAB.....	252	>FC
	52	>34		116	>74		189	>BD FCTN ;	% (FILE NUM)	253	>FD
	53	>35		117	>75		190	>BE FCTN 8	%VALIDATE	254	>FE
	54	>36		118	>76		191	>BF FCTN H	2 MARK EOF	255	>FF
	55	>37		119	>77						
	56	>38		120	>78						
	57	>39		121	>79						
	58	>3A		122	>7A						
	59	>3B		123	>7B						
	60	>3C		124	>7C						
	61	>3D		125	>7D						
	62	>3E		126	>7E						
	63	>3F	Delete Char.	127	>7F						
Null	128	>80 CTRL	-) Grtr Than.	192	>C0 FCTN J						
ELSE.....	129	>81 CTRL A	*+.....	193	>C1 FCTN K						
:(.....	130	>82 CTRL B	*-.....	194	>C2 FCTN L						
! (REM)....	131	>83 CTRL C	*.....	195	>C3 FCTN M						
IF.....	132	>84 CTRL D	*./.....	196	>C4 FCTN N						
GO.....	133	>85 CTRL E	*^.....	197	>C5 FCTN O						
GG'D.....	134	>86 CTRL F	" undefined	198	>C6 FCTN Y						
GO:UB.....	135	>87 CTRL G	Flag Quoted\$	199	>C7						
RETURN.....	136	>88 CTRL H	Fl Unquoted\$	200	>C8						

* Used in Pascal. Useful information found in the Users Reference Guide page III-2.

% Used in Extended BASIC.

? Little used parameters related to disk files. See the TI Users Reference Guide, page II-121.

- Compiled from MicroCompendium. Other information compiled from past issues of 99'er Magazine.

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CREATING THE D.V.U.G. CATALOG (Library1):
COMMENTS ON Basic PROGRAM WRITING (By Jack Shattuck)
* * * * *

Catalogs don't merely describe their contents. They divide items into categories for convenience, plus indexing the subjects individually. The reader can choose arbitrarily where to start and finish, with confidence the desired subject matter has been reviewed. In an attempt to describe the User Group software library in that format, clearly a simple sequential content listing (Print X, Call Key, Press ENTER, Print X...) would not suffice.

One common random access ("relative file") procedure stores the individual records inside a collection ("array") of pre-selected dimensions, then calls them by location: fifth row, third seat, stand up! The Personal Record Keeping cartridge, which adds 24K extra memory in the process, is an example of that method requiring minimal skill in programming.

Ease of use can be counter-productive. Such pre-dimensioned arrays set more rigid boundaries in number or size than may be desired. In some cases, we saw no reason to discuss certain aspects; since business programs don't have joystick options, for instance, why reserve memory space needed elsewhere in describing more complex categories, such as games?

We chose a method more flexible and adaptable to our needs, by using a DATA/READ procedure instead. Length of data for each entry may vary from a null string (two consecutive commas) to as long as 4 twenty-eight character lines (minus the line numbers and DATA flag).

We used the 4-line Basic format instead of the 5-line XBasic option to permit the widest possible number of users to run this program. In writing the program, we worked in XBasic, however; thus we could Call Size, quickly copy lines, RESequence and move them, etc., yet wrote the commands in Basic language style. Let's examine the techniques used.

Five variables are used; the name(N\$), equipment(E\$), category of program(C\$), player number and input method(P\$), and a description (D\$) for each item discussed. Users were told to select two of these areas, (N\$) or (C\$), from which to choose. The catalog runs by comparing that user keyword choice (K\$) against the description in the catalog program.

The technical way this occurs is by reading the data, starting from the beginning (Line 190,200,210,250), and if the comparison yields a "TRUE" reading (Line 260), then the rest of the data are brought up to the screen (Lines 290-300).

Why are matches made by typing a number assigned to the program name (N\$) or a lower-case letter to select the category (C\$) to be viewed? Why this odd mixture?

Having users pick a number is easier than typing a name and misspelling it, causing frustration or input errors, scrolling screens, etc. However, use of a number for (N\$) meant we couldn't use numbers to identify the categories (C\$). For example, if you select category #1, and there also existed program #1, the wrong item would be printed continually. We tried to reserve program nos. 1-10 to avoid the conflict; it doesn't work. Run the program (RUN 150), input the number 6 and see what happens. (Keep trying to "search again".)

(Continued Next Month)

() () () () () () ~ () () () () () ()

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NEXT MEETING

JULY

26th 1984



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