

99'er Online

April 1985

P.O. Box 11983
Edmonton, Alberta
Canada T5J 3L1

TO: []

99'er ON LINE is the news letter of the Edmonton 99'er Computer User's Society published ten times a year. All material contained in this news letter may be published in other news letters provided that source and author are identified unless otherwise stated. We welcome correspondence from all TI User Groups and will extend source credit courtesy in 99'er ON LINE.

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DISCLAIMER: All information published in this news letter is, for the most part, the fruits of the labors of amateurs; therefore, we cannot guarantee that the information presented is always correct.

REGULAR MEETINGS: Regular meetings of the Edmonton User's Group are held on the second Tuesday of each month on the 3rd floor of the General Services Building of the University of Alberta from 7:00 till 10:00 PM and are open to all readers in good standing. Non-readers may attend their first meeting free of charge. The Executive Committee meets monthly. Members may attend these meetings as observers or to address a particular issue. Arrange with one of the officers listed above if you wish to attend.

ADVERTISING: Commercial advertising space is available in this news letter at the following rates: FULL PAGE—\$20.00, HALF PAGE—\$15.00, 1/4 PAGE—\$10.00. Discuss your commercial needs with Paul Helwig at the next meeting or write to the P/O Box above. Members may advertise their personal computer related items for free but are asked to limit their ads to about 20 words. Mail your ads to the EDITOR'S ADDRESS or hand it to him at the general meeting; newsletter deadline 15th of the month.

MEMBERSHIP FEES: FAMILY—12 MONTHS, \$20.00, 6 MONTHS, \$15.00. STUDENTS—12 MONTHS, \$13.00, 6 MONTHS, \$10.00.

NEWSROOM

NEXT MEETING - The next meeting will be held on the second Tuesday in April (12 Apr 4, 1985) at 7:00 PM in room 849 of the General Services building on the U of A campus. This is building number 16 on the campus map and is located on the east side of 116 St about 2 blocks north of the Jubilee Auditorium.

LAST MEETING - Tom Hall announced and demonstrated the new bulletin board which is specifically designed for the TI 99/4A. Tom is the SYSDP of this BBS and has contributed a lot of time and money in getting this system functional. If you have a modem and a Terminal Emulation program or module, give our newest addition a call at 424-3258. The system is not capable of uploading/downloading programs so don't try that; you may read messages left by others, get the latest news from the club, or leave a message of your own. If we have enough response from TI users, perhaps program loading would be possible. Many thanks to Tom for a job well done!

Also, we showed off another addition to the club, our own TI system! It is fairly well equipped but we are short a printer, which is on hold, pending collection of the balance of the \$20.00 initiation fee. Please bring your fee in so that we can finish off the system and begin returning your full money's worth! (By the way, this system was invaluable in getting the BBS debugged).

FLOPPIES - Bob Pass has a small stock floppy disks (five packs of ten) on hand for those that forgot to order at the last meeting. For those that ordered, don't forget to pick them up at the next meeting. The price is \$16.00 for ten and they are guaranteed SSSD quality; however Bob is using them on IBM PC's at work as DSDD without problems. In order to save Bob from cleaning out his piggy bank, please pay cash in advance when you order for delivery at the next meeting.

NEWS LETTER FILES - For those who signed out a news letter file at the last meeting, please remember to return them to Greg Sears so that circulation is maintained to others.

GUEST SPEAKER - At the next meeting, as promised last fall, Martin Kratz will return to finish his discussion of the legal world and computing. The fall session covered topics concerning software copyrights and piracy and was most interesting. If you missed Martin last time, be sure not to this time around.

ELECTIONS - A reminder that June is the month when we vote in a new executive body. Now is the time to think about your nominees and start convincing them that they can do the job. Nominations will be due at the May meeting. Be warned; some of the current executive cannot stand again this year and there will have to be some new talent forth coming.

THIS NEWS LETTER - This month, I have devoted a lot of space to gleanings from other news letters. Hopefully this will be a refreshing change from the usual but it sure would be nice to hear from more of you. Lets have a few letters, programs, little gems, etc. Any ideas for a new column out there?

MEMBERSHIP LIST - In order to improve communications between our members, we are contemplating listing all our active members in next month's news letter along with current phone numbers.

IF YOU DO NOT WANT YOUR NAME AND/OR PHONE NUMBER PUBLISHED in this news letter, please notify Susan or Paul at 432-0613 before April 15'th.

SUPERBEAST

by: Jim Beck

Editor's note: The following program in XBasic was submitted by one of our younger members, Jim Beck. I have not had the opportunity to test drive it at all so I can offer no opinion as to whether it is bug proof or not. I did proof read it against Jim's listing and all seems well. Without further ado, here is Jim's creation.

THIS LISTING IS IN THE SAME
FORMAT AS IT WILL APPEAR ON
YOUR SCREEN UPON ENTRY.
THIS IS AN ASTERISK (*),
THIS IS A ZERO (0), AND THIS
IS A LETTER O.

```

390 CALL KEY(O,K,S):: IF S=0
THEN 390
400 CALL CHAR(104,"000000000
0000909050503036FBF7F0000000
0000000090909090A0CFCFFF
F00")
410 TP=14
420 CALL SCREEN(2)
430 CALL CLEAR
440 CALL CHAR(80,"0000000000
03076FBFFE060201000100000000
0402C2F2FC3C383020408040
00")
450 CALL CHAR(124,"000000010
3010101010101010101020402000000
080C08080FC0A0A0808040404
060")
460 CALL CHAR(128,"000001030
1010101010101010101030300008
0C08080FC0A0A080808080800
080")
470 CALL CHAR(100,"000000000
06FBFFF1F18102040800000000000
1020282FCFC8804040202010
100")
480 CALL CHAR(32,"03003600C6
0018C0")
490 CALL HCHAR(11,1,40,32*6)
500 CALL HCHAR(15,1,88,32*6)
510 CALL CHAR(88,"FFFFFFFFF
FFFFFFFF")
520 CALL CHAR(48,"03070F13F
7FFFFFF")
530 CALL CHAR(49,"C0E0F0F8FC
FEFDDDD")
540 CALL CHAR(89,"88EE88EE88
EE88EE")
550 CALL CHAR(90,"FFC6838283
828382")
560 FOR DE=5 TO 25 STEP 5
570 CALL HCHAR(13,DE,48):: C
ALL HCHAR(13,DE+1,88):: CALL
HCHAR(13,DE+2,49)
580 CALL HCHAR(14,DE,89,3)::
CALL HCHAR(14,DE+1,90)
590 NEXT DE
600 CALL SPRITE(41,124,2,132
,150)
610 CALL COLOR(8,11,2)
620 CALL COLOR(1,2,13)
630 CALL COLOR(2,3,8)
640 CALL SCREEN(15)
650 CALL COLOR(13,11,13)
660 CALL SOUND(200,131,0,262
40):: CALL SOUND(1800,262,0,
330,0,394,0)
670 FOR DE=1 TO 300
680 NEXT DE
690 CALL MOTION(41,0,8)
700 CALL PATTERN(41,128)
    
```

CONT. NEXT
PAGE.

```

710 FOR DE=1 TO 20
720 NEXT DE
730 CALL PATTERN(#1,124)
740 FOR DE=1 TO 10
750 NEXT DE
760 CALL POSITION(#1,G,H)
770 IF H>240 THEN CALL CLEAR
:: CALL DELSPRITE(ALL):: GO
TO 790
780 GOTO 700
790 FOR DE=1 TO 14
800 CALL COLOR(DE,2,2)
810 NEXT DE
820 CALL HCHAR(1,1,115,3213)
830 CALL CHAR(115,60)
840 CALL CHAR(116,"000000001
")

```

HINT: If the
line # is evenly
divisible by 200,
then "SAVE" to
disk or cassette to
minimize the
catastrophe if
you get a power
hit.

```

850 FOR DE=1 TO 20
860 CALL HCHAR(1+INT(2*RD),
1+INT(32*RD),116)
870 NEXT DE
880 CALL CHAR(52,"0709101F20
3F407F407F417F433F130FE0100B
FB04F002FE02FEB2FEC2FCBB
F0")
890 V=2
900 CALL CHAR(40,"DFFDFFF3F6
940400")
910 CALL CHAR(136,"010101010
101077DBF9FA22C2B03080800000
00000000C07CE2F29A482B202
020")
920 CALL CHAR(41,"FFBFFBFFEF
FFBFF")
930 CALL CHAR(44,"01071F3F6D
77DBFF")
940 CALL CHAR(45,"8060F8BCFE
EEBFF")
950 CALL CHAR(48,"0000000000
0000000000010202010100000000
0000000000000000000000000000
80")
960 CALL CHAR(120,"FFFFFFF
FFFFFF")
970 CALL CHAR(121,"E6E648483
33F1010")
980 CALL CHAR(42,"0000000022
155575")
990 CALL CHAR(43,"1054BA3B3B
121717")
1000 CALL CHAR(64,"0103070F1
F377FFF80CCE0F0F8FCFEFF")

```

```

1010 CALL CHAR(72,"84CDCBCFD
FFFFFF")
1020 CALL CHAR(76,"000001030
1010101010101133E24000000008
0C0B080FC00A08082FEFC000
000")
1030 CALL HCHAR(6,1,41,3214)
1040 CALL CHAR(122,"AAAASAD4
292A1A1F2A2A6A4A527547FC")
1050 CALL CHAR(33,"004004104
2000440")
1060 CALL HCHAR(11,1,33,3211
4)
1070 CALL HCHAR(3,6,64):: CA
LL HCHAR(3,7,72):: CALL HCHA
R(3,8,45)
1080 RANDOMIZE
1090 CALL HCHAR(10,1,40,32)
1100 CALL CHAR(132,"00000000
70AB84AAS52A150A0562010000000
000000000000080C020A020
CG00")
1110 FOR DE=4 TO 32 STEP 4
1120 CALL VCHAR(10,DE-1,120,
13):: CALL VCHAR(10,DE-2,122
):: CALL VCHAR(10,DE,123)
1130 CALL VCHAR(5,DE,45):: C
ALL VCHAR(5,DE-1,41):: CALL
VCHAR(5,DE-2,44)
1140 NEXT DE
1150 CALL HCHAR(16,1,42,3219
)
1160 FOR DE=1 TO 6
1170 CALL HCHAR(20+INT(4*RD
),1+INT(30*RD),43,3)
1180 CALL HCHAR(20+INT(4*RD
),1+INT(30*RD),121,2)
1190 NEXT DE
1200 CALL HCHAR(15,1,88,3215
)
1210 CALL HCHAR(15,2,123,3)
1220 CALL CHAR(56,"0000133F3
63F1B1F0D0F1B1F0D1F0D0700003
08BFCEC78D8FCCE7ADEF67EF
C50")
1230 CALL CHAR(60,"041004080
81E3F3F3F3F1E000000000010002
810103C7E7E7E7E3C0000000
000")
1240 CALL COLOR(11,8,8)
1250 CALL SCREEN(15):: CALL
COLOR(1,2,4)
1260 CALL COLOR(5,2,8):: CAL
L COLOR(8,2,8)
1270 CALL COLOR(2,13,4)
1280 CALL COLOR(12,7,4)
1290 CALL COLOR(8,11,11)
1300 CALL SPRITE(#1,124,2,13
2,16)
1310 IF RAC<1 THEN CALL COLD
R(5,2,8):: CALL COLOR(11,8,8
):: CALL COLOR(6,2,8)
1320 IF RAC>2 THEN CALL COLD
R(5,2,5):: CALL COLOR(11,5,5
):: CALL COLOR(6,2,5)
1330 IF RAC>4 THEN CALL COLD
R(5,2,2):: CALL COLOR(11,16,
2):: CALL COLOR(6,5,2)
1340 CALL SOUND(200,262,0,10
47,0):: CALL SOUND(200,330,0
,780,0,262,0):: CALL SBU
ND(200,394,0,1182,0,262,0)

```

```

1350 CALL SOUND(300,262,0,39
4,0,660,0):: CALL SOUND(100,
660,0,330,0,131,0):: CAL
L SOUND(200,660,0,262,0,131,
0)
1360 CALL SOUND(200,262,0,39
4,0,660,0):: CALL SOUND(200,
262,0,330,0,660,0):: CAL
L SOUND(200,262,0,330,0,660,
0)
1370 CALL SOUND(400,262,0,10
47,0)
1380 IF RAC=4 THEN 1830
1390 IF RAC=6 THEN 1930
1400 CALL SPRITE(#3,132,2,13
8,200,0,-2)
1410 IF RAC>0 THEN CALL MOTI
ON(#3,0,-6)
1420 IF RAC>1 THEN CALL SPRI
TE(#2,132,2,138,1,0,-12):: C
ALL MOTION(#3,0,-12)
1430 IF RAC>2 THEN CALL SPRI
TE(#5,52,2,118,128)
1440 IF RAC>4 THEN CALL SPRI
TE(#6,60,14,138,0,-12)
1450 GOTO 1510
1460 FOR DE=3 TO 22 STEP 2
1470 TY=TY+1
1480 CALL SPRITE(#TY+7,56,10
,1,DE18,20+INT(10*RD),0)
1490 NEXT DE
1500 TY=0
1510 CALL SPRITE(#7,136,2,12
1,8)
1520 CALL SPRITE(#4,48,16,12
2,230)
1530 CALL JOYST(1,X,Y)
1540 IF X=0 AND Y=0 THEN CAL
L MOTION(#1,0,0):: GOTO 1570
1550 CALL MOTION(#1,0,X*2)
1560 CALL PATTERN(#1,126+V)::
V=V
1570 CALL KEY(1,X,S):: IF K=
18 THEN 1600
1580 CALL COINC(ALL,FR):: IF
FR=-1 THEN 1720
1590 GOTO 1530
1600 CALL PATTERN(#1,76)
1610 CALL MOTION(#1,-9,X*2)
1620 FOR DE=1 TO TP
1630 CALL COINC(ALL,FR):: IF
FR=-1 THEN 1720
1640 NEXT DE
1650 CALL MOTION(#1,8,X*1.5)
1660 FOR DE=1 TO TP-1
1670 CALL COINC(ALL,FR):: IF
FR=-1 THEN 1720
1680 NEXT DE
1690 CALL MOTION(#1,0,0):: C
ALL POSITION(#1,G,H):: CALL
LOCATE(#1,132,H)
1700 CALL PATTERN(#1,128)
1710 GOTO 1530
1720 CALL COINC(#1,14,10,FR)
:: IF FR=-1 THEN 1720
1730 CALL MOTION(#1,0,0):: C
ALL COLOR(#1,7)
1740 CALL SOUND(-4000,-7,0)
1750 FOR DE=1 TO 200
1760 NEXT DE
1770 CALL SOUND(-1,30000,0)
1780 CALL DELSPRITE(ALL):: C
ALL CLEAR :: CALL CHARSET ::
FOR DE=1 TO 14 :: CALL
COLOR(DE,16,2):: NEXT DE ::
GOTO 2210

```

```

1790 RAC=RAC+1 :: GOTO 1300
1800 CALL SOUND(1000,262,0,3
94,0)
1810 CALL DELSPRITE(ALL):: C
ALL MOTION(#1,0,0)
1820 RAC=RAC+1 :: GOTO 1300
1830 CALL SOUND(500,30000,30
):: CALL SOUND(600,-6,0)
1840 FOR DE=1 TO 10
1850 CALL COLOR(11,8,8)
1860 CALL COLOR(5,2,8)
1870 CALL COLOR(6,2,8)
1880 CALL COLOR(11,10,10)
1890 CALL COLOR(5,2,10)
1900 CALL COLOR(6,2,7)
1910 NEXT DE
1920 GOTO 1460
1930 CALL SPRITE(#2,80,7,134
,1,0,-20)
1940 FOR DE=1 TO 10
1950 CALL PATTERN(#2,80)
1960 FOR DE=1 TO 20
1970 NEXT D
1980 CALL PATTERN(#2,100)
1990 FOR DE=1 TO 20
2000 NEXT D
2010 NEXT DE
2020 CALL SOUND(-150,-6,0)
2030 CALL LOCATE(#1,130,16)
2040 CALL MOTION(#2,0,0)
2050 CALL PATTERN(#2,104)
2060 CALL LOCATE(#1,132,15)
2070 CALL SOUND(-10,-7,0)
2080 CALL SOUND(600,30000,30
)
2090 CALL SOUND(600,131,0)::
CALL SOUND(400,131,0):: CAL
L SOUND(200,131,0):: CAL
L SOUND(600,131,0)
2100 CALL SOUND(400,156,0)::
CALL SOUND(200,147,0):: CAL
L SOUND(400,147,0):: CAL
L SOUND(200,131,0)
2110 CALL SOUND(400,131,0)::
CALL SOUND(200,123,0):: CAL
L SOUND(1200,131,0)
2120 FOR DE=1 TO 1000
2130 NEXT DE
2140 CALL DELSPRITE(ALL):: C
ALL CLEAR
2150 CALL CHARSET
2160 FOR DE=1 TO 14
2170 CALL COLOR(DE,16,2)
2180 NEXT DE
2190 DISPLAY AT(12,8):"YOU H
AVE SLAIN THE"
2200 DISPLAY AT(15,10):"SUPE
RBEAST!!!"
2210 FOR DE=1 TO 400
2220 NEXT DE
2230 RAC=0
2240 INPUT "PLAY AGAIN? (Y/N
)":A$
2250 IF A$="Y" OR A$="y" THE
N 2270
2260 CALL CLEAR :: END
2270 CALL CLEAR
2280 FOR DE=1 TO 14
2290 CALL COLOR(DE,2,1)
2300 NEXT DE
2310 GOTO 100

```

HOW TO KILL AN ORGANIZATION

from: President's Corner, Summit 99'er Users Group

Norm Sorkin, president of the Summit 99'er Users Group in Cuyahoga Falls, Ohio spotted this set of rules on the "FIRECOMM" BBS while he was doing some modemaing one evening. With thanks to Norm and FIRECOMM, here they are:

1. Don't attend meetings; but if you do, arrive late.
2. Be sure to leave before the meeting is over.
3. Never offer your opinion at a meeting; wait till you get outside.
4. When at meetings, vote to do everything then go home and do nothing.
5. The next day find fault with your officers and fellow members.
6. Take no part in your organization's affairs.
7. Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it down low, no one will notice.

8. Get all the organization can give and give nothing in return.

9. Talk cooperation but never cooperate.

10. Never ask anyone to join the organization.

11. Threaten to resign at every opportunity; especially when things are not going your way.

12. If asked to help, always promise to do so but be busy when called upon.

13. Never read anything pertaining to the organization in case you learn something on your own.

14. Never accept an office; better to criticize than be criticized.

15. If in a moment of weakness you find you have gotten yourself on a committee; apply all of the above rules and let the chairman do all of the work.

16. Don't do anything more than you have to and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone:

**What's wrong with this group is
that it's being run by a clique!**



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DISK LABEL/INDEX MAKER

By: James Shregardus, Randolph Wisconsin; modified by Ed York, Cin-Day User's Group, Ohio

Thanks to Greg Sears for spotting this handy utility in the Cin-Day newsletter from the Cincinnati and Dayton Ohio user groups. The program first appeared in the Jan/85 issue of MICROPENDIUM. It allows you to catalog your disks in condensed print onto a standard double width mailing label. If you have trouble finding this size peel & stick label, try printing it out on heavy paper and trim it to be about 1/4" smaller than a diskette in width and height. You can then slip this into the diskette envelope; from now on, all you will need on the diskette itself is a name to match the index. That way, as you add files, you won't have to strip off sticky labels. Also, if you print out your catalogs sequentially on ordinary paper, you will get a nice, compact master index which can be hole punched and kept in a binder.

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Some of the lines are too long to input in one pass; simply press ENTER when the computer beeps then EDIT the line number and you can input the balance of the line.

Even though this program is written in XBasic, some of you more energetic Console Basic programmers should have no trouble converting this to something usable. When the program is run, you will notice that the disk catalog is printed with the files in alphabetic order in HORIZONTAL rows! I would like to challenge you fellow key board bashers to solve these problems:

1. Print the files in VERTICAL alphabetic order in equally sized (within one line) columns.

2. Convert the whole thing to console Basic so we can all use it.

3. Add an optional comment input so user can add custom titles to the disk directory print out.

4. For an added twist, how about an option for regular sized printout for master catalogs without splitting a disk directory across two pages? With page numbering yet!

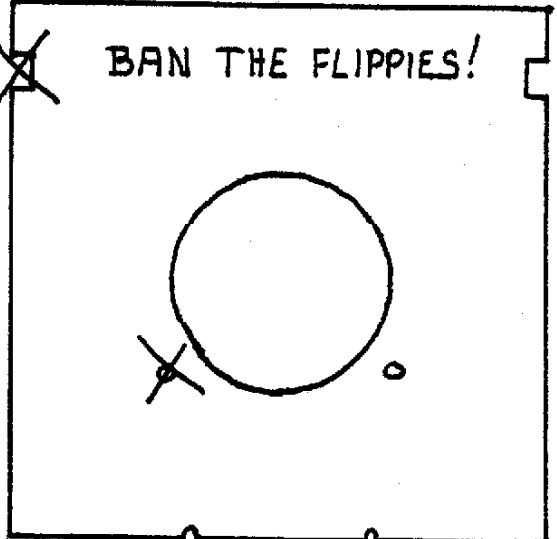
Anyone coming up with the best solution will find not only his/her name here but also their creation in all it's glory to benefit all computer users everywhere! Enough; now for the programme.

```

100 ! -CONDENSE CATALOG-
110 ! FEB 7/85
120 DIM A$(12):: FOR A=1 TO
12 :: READ A$(A):: NEXT A ::
CALL CLEAR :: CALL SCREEN(4
)
130 DATA Jan, Feb, Mar, Apr, May
, Jun, Jul, Aug, Sep, Oct, Nov, Dec
140 DISPLAY AT(5,9):"Disc La
beler"
150 DISPLAY AT(13,9):"Enter
today's date MM/DD/YY" :: A
CCEPT AT(14,21)BEEP SIZE(-2)
:B$ :: IF VAL(B$)<1 OR VAL(B
$)>12 THEN 150
160 ACCEPT AT(14,24)BEEP SIZ
E(-2):C$ :: IF VAL(C$)<1 OR
VAL(C$)>31 THEN 160 ELSE ACC
EPT AT(14,27)BEEP SIZE(-2)VA
LIDATE(DIGIT):D$ :: GOSUB 48
0
170 E$=A$(VAL(B$))&"%C$%".
19*%D$ :: F$(1)="DIS/FIX" ::
F$(2)="DIS/VAR" :: F$(3)="I
NT/FIX" :: F$(4)="INT/VAR" :
F$(5)="PROGRAM"
180 IMAGE "Diskname - ####
#### - Sectors ready - ###
- Sectors used - ### - Date
#####"
190 IMAGE "#####
#####
#####
#####
#####"
200 IMAGE "#####
#####
#####
#####
#####"
210 IMAGE "#####
#####
#####"
220 OPEN #1:"PIQ",VARIABLE 8
6 :: PRINT #1:CHR$(27)&CHR$(
66)&CHR$(3)&CHR$(27)&CHR$(48
)
230 OPEN #2:"DSK"&STR$(B)&"
",INPUT ,RELATIVE,INTERNAL :
: INPUT #2:64,C,C,D
240 DISPLAY AT(20,1):"
Printing ...": " " :: " "
250 PRINT #1:RPT$( " ",86)::
PRINT #1,USING 180:64,D,C-D,
E$ :: PRINT #1:RPT$( " ",86)
260 PRINT #1,USING 190:"-Fil
ename-", "Size", "Type",
"p", "-Filename", "Size",
Type", "p", "-Filename", "S
ize", "Type", "p"
270 PRINT #1:RPT$( " ",86)
280 FOR E=1 TO 3 :: INPUT #2:
H$(E),F(E),G(E),H(E):: NEXT
E :: IF LEN(H$(1))=0 THEN 3
20 ELSE IF LEN(H$(2))=0 THEN
GOSUB 360 ELSE 300
290 PRINT #1,USING 210:H$(1)
,G(1),I$(1),J$(1):: GOTO 280
300 IF LEN(H$(3))=0 THEN GOS
UB 360 :: GOSUB 400 :: PRINT
#1,USING 200:H$(1),G(1),I$(
1),J$(1),H$(2),G(2),I$(2),J$(
2):: GOTO 280
310 GOSUB 360 :: GOSUB 400 :
GOSUB 440 :: PRINT #1,USIN
G 190:H$(1),G(1),I$(1),J$(1)
,H$(2),G(2),I$(2),J$(2),H$(3
),G(3),I$(3),J$(3):: GOTO 28
0
320 PRINT #1 :: PRINT #1:CHR
$(27)&CHR$(66)&CHR$(1)&CHR$(
27)&CHR$(30):: CLOSE #2 :: C
LOSE #1 :: DISPLAY AT(20,1):
"Want another Copy or Disk?
Y": " "
330 ACCEPT AT(20,28)BEEP 91Z
E(-1)VALIDATE("YN"):K$ :: IF
K$="Y" THEN GOSUB 480 :: 50
TO 340 ELSE CALL CLEAR :: EN
D
340 DISPLAY AT(20,1)BEEP:" I
nsert disk into drive #"&STR
$(B): " press ANY key to b
egin": " "
350 CALL KEY(0,I,J):: IF J<1
THEN 350 ELSE 220
360 IF F(1)>0 THEN J$(1)=" "
ELSE J$(1)="Y"
370 IF ABS(F(1))=5 THEN I$(1)
=F$(5):: RETURN ELSE A=LEN(
STR$(H(1)))
380 IF A=1 THEN I$(1)=F$(ABS
(F(1)))&"%STR$(H(1))": RET
URN
390 IF A=2 THEN I$(1)=F$(ABS
(F(1)))&"%STR$(H(1))": RET
URN ELSE I$(1)=F$(ABS(F(1)))
&STR$(H(1)): RETURN
400 IF F(2)>0 THEN J$(2)=" "
ELSE J$(2)="Y"
410 IF ABS(F(2))=5 THEN I$(2)
=F$(5):: RETURN ELSE A=LEN(
STR$(H(2)))
420 IF A=1 THEN I$(2)=F$(ABS
(F(2)))&"%STR$(H(2))": RET
URN
430 IF A=2 THEN I$(2)=F$(ABS
(F(2)))&"%STR$(H(2))": RET
URN ELSE IF A=3 THEN I$(2)=F
$(ABS(F(2)))&STR$(H(2)): RE
TURN
440 IF F(3)>0 THEN J$(3)=" "
ELSE J$(3)="Y"
450 IF ABS(F(3))=5 THEN I$(3)
=F$(5):: RETURN ELSE A=LEN(
STR$(H(3)))
460 IF A=1 THEN I$(3)=F$(ABS
(F(3)))&"%STR$(H(3))": RET
URN
470 IF A=2 THEN I$(3)=F$(ABS
(F(3)))&"%STR$(H(3))": RET
URN ELSE IF A=3 THEN I$(3)=F
$(ABS(F(3)))&STR$(H(3)): RE
TURN
480 DISPLAY AT(24,7):"Catalo
g drive #1" :: ACCEPT AT(24,
22)BEEP SIZE(-1)VALIDATE("12
34"):B :: DISPLAY AT(14,1):"
" :: RETURN
490 STOP
    
```

IS YOUR NEWS LETTER GETTING THINNER ?

Yes it is! But it is not getting smaller. Thanks to a new process, I can get more into less space which saves us money. For instance, the programs listed in this newsletter would fill six pages if listed out in normally sized format. That would make this a 12 page newsletter and if the articles were also printed at regular size, this newsletter would swell to over 15 pages! 60% savings ain't bad is it?



AT 16 BUCKS FOR 10 WHY RISK DAMAGE TO YOUR DRIVE HEADS OR DATA? CONTACT BOB PASS FOR MORE INFO!

GREMLINS

Some bugs slipped into last month's news letter that may have some of you scratching your heads over your mortgage payments! I forgot that TI-WRITER does not print the "" symbol which is used in TI Basic as an exponent symbol. Unfortunately two of those rascals appeared in Bob Chapman's "CANNMORT BASIC" mortgage program. The correct lines are as follows:

```
120 J=((1+IN/200)^(1/b))-1
130 AM=J/(1-(1/((1+J)^N)))
```

Sorry for any inconvenience folks.

THIS MONTH'S FUNNY

The world's greatest computer was powered up for the first time last week. It is so powerful that four CRAY computers are used just to input data into it! The memory is so large that all of man's accuulated knowledge is stored in just 10 percent of the available space. Of course, speech recognition and speech are just two of it's many features.

After powering up the beast and testing it out, the white jacketed compu-wizards proudly announced that the machine was ready for it's first question. Immediately great arguments arose over the suitability of the various questions that were posed. Some wanted to present mathematical theorems for validation while others wanted to test the latest video game for the ultimate thrill. Finally, in the midst of all the hub-bub, the janitor quietly slipped up to the main console and, taking the input microphone into his hands, he calmly asked THE ULTIMATE QUESTION that has plagued mankind since the dawn of history: "Is there a God", he asked?

There was a moment of stunned silence in the crowd of reporters and scientists. Of course! Why hadn't they thought of that? The computer calmly spun disks and blinked it's lights for a few moments and then suddenly the room was plunged into darkness and a deep voice boomed, "There is now!"

WARPED DISK AWARDS

from: Ottawa TI99/4 User's Group Newsletter
Volume 4, number 01, Jan/85
imbellishments: yer editor

Hollywood has it's OSCARS and now computerdom has WARPIES!

1. - Honourable mention to the TI-99/4A in the UNDERDOG CATEGORY. First prize to VIC 20.
2. - The least portable computer was the TI Portable Computer weighing in at a (Gasp! OH! My hernia!) solid 44 pounds.
3. - The most overrated computer was the IBM PC. Strong contenders were: Macintosh, Adam, Commodore 64, IBM PCjr, Apple IIC & IIE.
4. - Honesty in advertising award to AT&T for adopting the DEATH STAR as a ~~computer~~ ^{CORPORATE} symbol.
5. - This year's most unpronounceable Acronya award goes to NAPLPS (North American Presentation Level Protocol Syntax), a graphics transmission standard (What, no automatic!?). You may call it NAP-LIPS if you want but who will know that you havn't taken up carpet kissing?
6. - The most over used computer term "USER FRIENDLY" followed by "INTERFACE". The only thing that's user friendly is the computer salesman (before you buy) and interfaces only interface if you bought something with the same brand name on it and shelled out an extra 80 bucks for a cable which only needed one modification.
7. - The hardest game to win was the ZORK series games. Then comes ZAXON, DINO EGGS, WITNESS, MICROBE, FLIGHT SIMULATOR, and GET A DEAL FROM IBM.
8. - Finally a special award to Texas Instruments who over night turned 2 million TI-994A's into White Elephants at the first whiff of a "Peanut".

The above were derived from the December issue of Popular Computing.

LITTLE GEN

Here's one that I may have mentioned before but it is sort of cute and it exercises that speech synthesizer. Plug in your TE II module and load your basic program. Then type in LIST "SPEECH", adjust your volume on the tube, and play one-up-man-ship with your Apple, Atari, & Trash 80 friends!

FRANK & ERNEST

