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99/4 USERS OF AMERICA

5028 MERIT DR.

FLINT, MI 48506

1-313-736 3774

MARCH/APRIL 1984 NEWSLETTER

CORE COMP PERIPHERALS: ARE THEY AIN'T THEY--WILL THEY WON'T THEY?

Although I am a professional magician, it does not give me an edge when it comes to predicting what Core Comp is really doing! I think that they are a well intentioned company, but seem to have some loose lips when it comes to reliable release dates. I know that they have experienced an upper management shakeup, for what ever reason, and that more trustworthy release information is promised in the future.

I contacted Core Comp to clarify details on their purposed new hardware products and was connected to an individual that I shall leave nameless. It seems that I could not say anything right to this person, as every question that I uttered was given a brusque and sarcastic response. Once I realized that I was an idiot, the conversation improved! I finally told the spokesperson that I had not called long distance to listen to someone bad mouth me and take their hostility and general nastyness out on my ears. Maybe this person was having a bad day and maybe it was just their typical way of handling phone calls. What ever the reason may be, such attitudes do not serve to entice prospective customers into purchasing your products. Here is where I can say quite flatly that the TI Consumer Relations persons are always polite, respectful, and courteous. They may feel like telling you to go kiss a moose, but they wait until after the call is disconnected to say it aloud!

When the smoke cleared and the dust settled between Michigan and California, I did manage to get a few answers. Core Comp plans to release their peripheral package on March 15, 1984. This package consists of the following items: Peripheral Expansion Cabinet, Disk Controller Card-double side double density, Memory Expansion Card-32K, and RS/232 Interface Card. Notice that no disk drive is supplied! These are available from other third party sources; MPI, Shugart, etc. Your user price for this package is \$415 plus shipping charges. I do not know at this time if the peripheral cabinet has space allowed for an internal drive or not, so I am going to give you prices for drives both ways. The MPI 523 double side-double density drive is \$225 for internal use. If it must be used externally you need an optional power case and ribbon connector cable. The price for the power case is \$58.50 and the ribbon cable is \$25. This amounts to \$640 one way and 723.50 the other.

Now before you start screaming that it costs too much, think about something. The drive I priced is a double side-double density unit, and the TI internal or external drive was a single side-single density unit. The same hardware from TI at the most recent prices would have been \$866 The TI external drive alone is a \$499.95 item at retail! So it isn't a bad buy at all, especially when one considers that no one else

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is presently manufacturing peripherals for TI!

The individual prices on the Core Comp cards have also changed. The new user cost for the Memory Expansion Card has dropped to \$98 and the cost for the RS/232 Interface Card has increased to \$86. Don't reach for your ink pen to write me a nasty letter, as I had nothing to do with it! It was Core Comp who raised the prices on their end, so tell them off and leave me alone.

I have nothing worth printing to report on the much honked about Core Comp 99/64 Phoenix computer. Maybe it will come out and maybe it will just croak quietly! I am not personally convinced that there is a market for it any longer. The supply of TI modular software is evaporating rapidly and in a few short weeks it will have all but become extinct. I have not seen any earth moving effort on the part of third party sources in the areas of diskette and cassette based software either. Perhaps the era of the low cost home computer has passed, and maybe we will all be better off because of it. When one looks at the growing list of casualties in the industry it becomes rather obvious that something is going on. Most recently Timex added their name to the list of farewells. The TI 99/4A was one of the best computers ever manufactured-even allowing for its quirks and speed in basic-and it won't be easy to duplicate. I also know that anyone who tries to manufacture a similar computer is going to have to sell it for many more dollars than TI did, or grow poverty stricken from loss of revenue. I am not convinced that the public is willing to pay \$300 for a computer that is similar to one that sold for as low as \$50. Maybe I am spinning my tires in the mud, but I am going to have to be convinced otherwise.

SOFTWARE SPECIALS YOU WON'T SEE TWICE!

The 99/4 Users Of America has decided that we are no longer going to physically stock third party software on diskette and cassette. We will order any item you need on a custom basis and you will still receive no less than a twenty to twenty five percent discount. We aren't leaving you high and dry, we are just altering our own way of doing things. Because of this change in policy, we are going to clear out all of our existing stock at exact dealer cost. You did read that right, I did say at our cost! Here are the items that are involved, note the quantity inside the parenthesis.

1. Olympic Decathlon: Basic \$5 (2) cassette Pewterware
2. Bluegrass Sweepstakes: Basic \$5 (2) cassette Pewterware
3. Challenge Poker: Basic \$5 (2) cassette Pewterware
4. Match Wits: Basic \$5 (2) cassette Pewterware
5. Up Periscope: X/Basic \$7.50 cassette Pewterware
6. Shuttle Command: X/Basic \$10.50 (3) cassette FFF Software
7. TI Asteroids: X/Basic \$10.50 (7) cassette FFF Software
8. All Star Baseball #2: X/BASIC or Basic \$14 cassette Futura Software (3)
9. Arthropod: Assembler \$16 (6) diskette

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10. Theon Raiders: Assembler Editor/Assembler Version \$15 (12) diskette Intersoft
11. Theon Raiders: Assembler Mini-Memory Version \$15 (6) cassette Intersoft
12. Defend The Cities: X/Basic \$12 (4) cassette Intersoft
13. Defend The Cities #2: Assembler Mini-Memory Version \$12 (6) cassette Intersoft
14. Galactic Gunfight: X/Basic \$9 (4) cassette Intersoft
15. Meteor Storm: X/Basic \$9 (5) cassette Intersoft
16. Mission Battlestar: X/Basic \$9 (5) cassette Intersoft
17. Draw-A-Bit: Assembler \$35 (5) diskette Data Force
18. Print-A-Bit: Assembler \$14 (1) diskette Data Force
19. Space Station #1: Assembler \$17.50 (6) diskette Data Force
20. Arcade Pack: Assembler Space Station #1, Kippy's Nightmare, Bang! Bang! Sub  
\$50 (6) diskette Data Force
21. Draw-A-Bit/Print-A-Bit Package: Assembler \$41.50 (5) diskette Data Force

We don't believe that you are ever going to find a better price than those shown above! Unless you swipe a copy from a friend!!! A first come-first served basis, all programs are new, and when they are gone...

MISC. HARDWARE/SOFTWARE AT COST!

1. TI CC-40 Computer \$169 (1)
2. Wico Command Controller Joystick: \$18.50 (8) requires adapter
3. Wico, Atari, or Prostick Adapter: \$7 (4)
4. Prostick Joystick Controller: \$18 (7) with adapter
5. Atarisoft Donkey Kong: \$18 (3)
6. Atarisoft Defender: \$18 (7)
7. Atarisoft Dig Dug: \$18 (3)
8. Atarisoft Protector #2: \$14.50 (5)
9. Atarisoft Shamus: \$14.50 (3)
10. Romox Hen Pecked: \$24 (2)
11. TI Parallel Printer Cables: \$20 (3) not made by TI!

TI FORTH IS READY TO GO FORTH!

If you want a copy of TI Forth, give us a call or drop us a note. We have the manuals printed and ring punch for you and already sorted in order. This is no little manual as it has 116 sheets printed on both sides! This is the complete package that came to us from TI, and does include the diskette. We produced a limited quantity so don't procrastinate too long! Your cost is \$25.00 and it will be shipped COD via UPS.

We also have the TI Technical Data Manual available in ring punched format and it will go for \$10 per copy. It too will be shipped COD via UPS.

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We also have the manuals for the Pascal system available: Editor-Filer Unitily UCSD Compiler, and Assembler Linker. Prices on request. Will be shipped COD via UPS.

USERS OF AMERICA DATA BASE?

We need your comments on this subject, as it will be you who will be paying for this proposed service. The question is this, do you want a data base that can be accessed via phone lines? This board would operate from eight o'clock P.M. until midnight E.S.T. seven days a week.

It would contain such items as: current news on the world of TI and third party, new software releases from third parties, helpful programing tips, names of product dealers, meeting schedules, etc. We need feedback on what you want running on this board and whether or not you would be interested in such a service. Drop us a post card and let us know your thoughts!

THE SST COMPILER THAT DOESN'T COMPILE!

I had the misfortune to purchase this product from SST Software in Wisconsin at a cost of \$50 plus \$3 for shipping. It was advertised as a basic compiler for TI, but it is more than that. I had no success what so ever in getting this software package to operate!!! I sent my copy to a long standing programmer and asked him to look it over and give me his opinion. After all, it was possible that i was doing something wrong that he might catch. He too had no success in getting this program to operate. Do not buy this program!!! It is a waste of good money for poorly done software that does not work.

Here is what I attempted to do. I wrote a childishly simple bench mark using a loop from one to one hundred and printed my name. This we planned to time with a stop watch and compare the speed against normal basic. Supposedly the compiler converted the language to assembler code. I used their "editor" to write the program and followed their instructions to the letter of the law. I got an error every time I tried to compile the program.

I also noted with disgust, that the compiler could not handle sprite graphics, a VCHAR statement, string variables, or sound! What good is it? No Good! Save your money friends and avoid this piece of ill done software.

THE BEST OF THE 99'ER?

I received a complimentary copy of a new publication known as the Best Of The 99'Er from Emerald Valley Publishing Co. It retails for \$19.95 and is not a bad buy. It contains selected articles and programs from the former "99'ER MAGAZINE" circa January 1982-November 1984. It contains a lot of helpful information and some very nice programs to key in. It is economical way to get back issues that were excellent! The price is right so go buy a copy if you weren't on the subscription list and already have all of the issues.

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WE WENT FOR THE GOLD IN APPLE COUNTRY!

My sixth grade daughter, Rebecca, had to enter the science fair this year. She decided to do an educational project using her full blown TI system, a logical choice! I had to shove the lousy Apple's out of my way just to find room to set up her TI system. The smell was awful, all of those Apples just sitting there on carts going to seed! Never the less, I endured the odor and hooked up the peripherals and booted the system up. A few curious people nosed forward to see what I was doing in Apple country with this strange black and silver piece of trash. When it was all said and done, TI defeated every computer that was present; Apple 2E, Commodore 64, Atari 800 XL, etc.

The project was entitled: Computer Assisted Education With Speech Interaction; Does It Work? I designed two programs—one with speech and one without speech—that dealt with learning the first twenty-five presidents of the United States, their dates of birth, and the years they served in office. Each president was presented in order and the subject was allowed a maximum of one hour total study time. The computer then presented three individual tests, a review mode, and a report print out. I used all of the nifty bells and whistles: music, the United States Flag graphics, colors, sound effects, and speech.

The subjects tested were all members of the KATS program, Kearsley Academically Talented Students, and had a minimum iq of 130. Rebecca tested seven females and seven males, all sixth grade students. Here are the results in brief: motivation for both groups was the same, attention span for the speech group was higher, learning attitude for the speech group was better, study time for the speech group was longer, and final scores for the speech group were higher. Every subject, except for one, felt that he, or she, learned better when speech was involved.

The avid Apple fans just stood there with their hands in their pockets and their noses turned upwards. The Apple 2E simply couldn't match what the little TI 99/4A was doing! It caused an awful administrative mess, as instructors started asking nasty questions. Such as, "How come we didn't buy Texas Instruments instead of all of these Apples?" The sad part was that TI had withdrawn from the market and now they were stuck with a room full of moldy Apples! Nevertheless, Rebecca collected her first place gold with a smile—naturally I tried not to smile or look smug—and moved into the next level of competition.

The program is done in X/Basic and uses Text To Speech. It is all neatly on a single diskette, all thirty-one files and programs! It uses roughly 36K, although not all of it at one time. It features both screen read material combined with identical visual text, clever vocal remarks for right or wrong answers to test questions, a colorful replica of the United States flag and the song "AMERICA", three test levels, constant display of score results, and a printed out form with score tabulation done with vertical columns of statistics. Elaborate? Well, somewhat! You will find this Apple slayer in your Program Directory update for \$10.

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MBX EXPANDER CONSOLE AND SOFTWARE AVAILABLE: BUT LIMITED!

We have made special arrangements with a major distributor to obtain limited quantities of the fantastic Milton Bradley MBX Expander and special voice recognition software! This is the only source in the United States that we know of, and we were first in line to get this opportunity for our members. Here is what the system package consists of: MBX Expander Console, MBX Joystick, MBX Headset, All Star Baseball, and your choice of either I'm Hiding or Terry Turtles Adventures. The cost? How does the sum of \$125 grab your wallet? Yours truly laid out \$235 for the same thing!

This is one fantastic system and the voice recognition software is nothing short of sensational! There are also seven other modules for the MBX-(they work on the TI 99/4A also, but not with voice recognition)-and they are: Big Foot, Sewer Mania, Space Bandits, Honey Hunt, Soundtrack Trolley, Meteor Belt, and Super Fly. Each of these modules is priced at \$22.50.

This windfall was totally unexpected by all of us; as both TI and Milton Bradley denied any release. It seems that the powers that be decided to let the existing stock go to the public, so we got a big break! If you have been waiting for one of these marvelous systems, don't hesitate now! The supply is limited and is expected to vanish like ice in a blast furnace!!! The price is spectacular and the unit itself is mind blowing. I am personally very happy to see it released, even in low quantities.

TI PERIPHERALS: FOUND AT LAST!

We also stumbled into a cache of real TI hardware, although the prices were still the same. Nevertheless, one pays the price when one finds the hardware now days! Here is what we found and what the prices are: Peripheral Expansion Cabinet \$177.50 plus shipping, Disk Controller Card \$107.50 plus shipping, Internal Disk Drive \$175.50 plus shipping, Memory Expansion Card \$107.50.

You may also purchase a complete system package: Expansion Cabinet, Disk Controller, Internal Drive, and Memory Expansion for \$500 plus shipping. Although no "free" TI software is included in this package-(TI withdrew that offer late last year)-there is a business system software package thrown in. This is authored by Yu-Can and retails for \$190! It contains the following programs: Inventory Control, Order Entry, Sales Program, and Customer Mail List. If you need one let us know, as they won't be around for too long!

X/BASIC AND PANASONIC MONITORS TO GO!

While sniffing around in dusty corners, we discover a nice supply of X/Basic and ten inch Panasonic color monitors. Our information says that TI is out of chips for X/Basic, so these may well be the last ones any of us ever see! If you need X/Basic, don't pass up this chance to own one!!! Your price is \$72.50 plus shipping. The color monitor is an outstanding unit with all the features of the ten inch Panasonic color monitor bearing the name of "TI", plus a switch for black/white or color. It is going out the door here with the monitor cable for \$242.50 plus shipping! That is while they last.

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```
10 REM JOHN PRISER FLAGSTAFF AZ. 86001
20 CALL CLEAR
30 PRINT
40 PRINT TAB(2);"C O L O R   V I S I O N S"
50 PRINT TAB(2);"-----"
60 PRINT
70 PRINT TAB(4);"BY: JOHN B. PRISER"
80 PRINT TAB(10);"JAN. 1981"
90 PRINT
100 PRINT
110 PRINT "RUNNING TIME 40 MINUTES . ."
120 PRINT "THEN DESIGNS WILL REPEAT ."
130 PRINT TAB(4);"BUT-COLORS WILL CHANGE"
140 PRINT
150 PRINT
160 PRINT "TO STOP&HOLD PRESS SPACE BAR"
170 PRINT
180 PRINT TAB(3);"TO START AGAIN PRESS G"
190 PRINT
200 PRINT
210 PRINT
220 PRINT
230 PRINT TAB(3);"PRESS ANY KEY TO BEGIN"
240 PRINT
250 PRINT
260 CALL KEY(O,K,S)
270 IF S=0 THEN 260
280 CALL CLEAR
290 CALL CLEAR
300 Z=0
310 FOR R=1 TO 6
320 FOR C=1 TO 8
330 IF S(<>)14 THEN 350
340 RESTORE 520
350 READ S
360 F=S
370 B=2
380 CALL SCREEN(2)
390 CH=S*8+25
400 CALL CHAR(CH,A$)
410 CALL COLOR(S,F,B)
420 ON C GOSUB 530,550,570,590,610,630,650,670
430 GOSUB 2340
440 NEXT C
450 NEXT R
460 W=1
470 X=1
480 X1=1
490 Y=1
500 Z=1
```

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510 GOTD 3290  
520 DATA 5, 8, 4, 11, 15, 6, 14  
530 A#=""  
540 RETURN  
550 A#="1100440011004400"  
560 RETURN  
570 A#="5500550055005500"  
580 RETURN  
590 A#="558A85A2558A85A2"  
600 RETURN  
610 A#="5DAED5EAD7AA77AA"  
620 RETURN  
630 A#="5FBED5FBD7BA7FEA"  
640 RETURN  
650 A#="DFBFD5FBF7FF7FEE"  
660 RETURN  
670 A#="FFFFFFFFFFFFFFFF"  
680 RETURN  
690 A#="BD8118DBDB1881BD"  
700 RETURN  
710 A#="FFE3C1C0FC7C38"  
720 RETURN  
730 A#="F0F0F0F0F0F0F0F0"  
740 RETURN  
750 A#="42A55A24245AA542"  
760 RETURN  
770 A#="8142241818244281"  
780 RETURN  
790 A#="2C18346663633346"  
800 RETURN  
810 A#="C3C300181800C3C3"  
820 RETURN  
830 A#="FFFFC0C0C0C0C0C0"  
840 RETURN  
850 A#="00003C3C3C3C0000"  
860 RETURN  
870 A#="815A244242245A81"  
880 RETURN  
890 A#="921020C708109211"  
900 RETURN  
910 A#="3807E01C831CE007"  
920 RETURN  
930 A#="FEFEFE00EFEFEF00"  
940 RETURN  
950 A#="7700DD007700DD00"  
960 RETURN  
970 A#="F0F0CCCC33330F0F"  
980 RETURN  
990 A#="FF181818181818FF"  
1000 RETURN



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```
1010 A#="639C9C6363639C9C"
1020 RETURN
1030 A#="C6EE6C006CEEC600"
1040 RETURN
1050 A#="925438FE385492"
1060 RETURN
1070 A#="243CFF6666FF3C24"
1080 RETURN
1090 A#="183C7EE7E77E3C18"
1100 RETURN
1110 A#="C0E0703B1C0E0703"
1120 RETURN
1130 A#="03070E1C3870E0C0"
1140 RETURN
1150 F=INT(15*RND)+2
1160 B=INT(F/2)+5
1170 RETURN
1180 F=INT(15*RND)+2
1190 B=(F/2)+8
1200 RETURN
1210 F=INT(15*RND)+2
1220 B=2
1230 RETURN
1240 F=INT(15*RND)+2
1250 B=F-1
1260 RETURN
1270 F=INT(15*RND)+2
1280 B=14
1290 RETURN
1300 B=INT(15*RND)+2
1310 F=INT(B/2)+8
1320 RETURN
1330 B=INT(15*RND)+2
1340 F=INT(B/2)+4
1350 RETURN
1360 F=INT(S/2)+6
1370 B=2
1380 RETURN
1390 F=INT(S/2)+3
1400 B=2
1410 RETURN
1420 F=S
1430 B=8
1440 RETURN
1450 F=INT(S/2)+2
1460 B=16
1470 RETURN
1480 F=S
1490 B=INT(15*RND)+2
1500 RETURN
```

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1510  $F=(19-S)-2$   
1520  $B=INT(15*RND)+2$   
1530 RETURN  
1540  $F=5$   
1550  $B=2$   
1560 RETURN  
1570  $F=5$   
1580  $B=16$   
1590 RETURN  
1600  $F=7$   
1610  $B=2$   
1620 RETURN  
1630  $F=7$   
1640  $B=16$   
1650 RETURN  
1660  $S=C+R$   
1670  $F=C*2$   
1680  $B=R*2$   
1690 RETURN  
1700  $S=C+R+1$   
1710  $F=C+8$   
1720  $B=(R*2)+4$   
1730 RETURN  
1740  $S=C+R$   
1750  $F=C+6$   
1760  $B=C+R-1$   
1770 RETURN  
1780  $S=C+R$   
1790  $F=C+4$   
1800  $B=R+8$   
1810 RETURN  
1820  $S=ABS(C-R)+2$   
1830  $F=(C*2)-1$   
1840  $B=2$   
1850 RETURN  
1860  $S=ABS((C-R)*2)+2$   
1870  $F=C+4$   
1880  $B=(R*2)+4$   
1890 RETURN  
1900  $S=ABS(C-R)+4$   
1910  $F=C+2$   
1920  $B=2$   
1930 RETURN  
1940  $S=ABS(C-R)+7$   
1950  $F=S-5$   
1960  $B=C+2$   
1970 RETURN  
1980  $S=ABS(C-R)+5$   
1990  $F=INT(15*RND)+2$   
2000  $B=C+8$

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```
2010 RETURN
2020 S=C+R
2030 F=ABS(C-R)*7
2040 B=F+7
2050 RETURN
2060 S=C+R+2
2070 F=INT(15*RND)+2
2080 B=C+5
2090 RETURN
2100 S=C+R+1
2110 F=15
2120 B=C+8
2130 RETURN
2140 S=C+R
2150 F=2
2160 B=R+10
2170 RETURN
2180 S=C+R+2
2190 F=16
2200 B=C
2210 RETURN
2220 S=C+R-1
2230 F=15
2240 B=2
2250 RETURN
2260 S=ABS(C-R)+3
2270 F=5
2280 B=C+R+2
2290 RETURN
2300 S=C+R+1
2310 F=INT(15*RND)+2
2320 B=INT(15*RND)+1
2330 RETURN
2340 R1=25-R
2350 R2=13-R
2360 R3=12+R
2370 C1=33-C
2380 C2=17-C
2390 C3=16+C
2400 CALL HCHAR(R,C,CH)
2410 CALL HCHAR(R,C1,CH)
2420 CALL HCHAR(R,C2,CH)
2430 CALL HCHAR(R,C3,CH)
2440 CALL HCHAR(R1,C,CH)
2450 CALL HCHAR(R1,C1,CH)
2460 CALL HCHAR(R1,C2,CH)
2470 CALL HCHAR(R1,C3,CH)
2480 CALL HCHAR(R2,C,CH)
2490 CALL HCHAR(R2,C1,CH)
2500 CALL HCHAR(R2,C2,CH)
```

```
2510 CALL HCHAR(R2,C3,CH)
2520 CALL HCHAR(R3,C,CH)
2530 CALL HCHAR(R3,C1,CH)
2540 CALL HCHAR(R3,C2,CH)
2550 CALL HCHAR(R3,C3,CH)
2560 RETURN
2570 FOR S=1 TO 16
2580 CALL COLOR(S,2,2)
2590 NEXT S
2600 RETURN
2610 FOR S=1 TO 16
2620 CALL COLOR(S,7,2)
2630 NEXT S
2640 RETURN
2650 FOR S=16 TO 1 STEP -1
2660 CALL COLOR(S,2,2)
2670 NEXT S
2680 RETURN
2690 FOR S=16 TO 1 STEP -1
2700 CALL COLOR(S,5,2)
2710 NEXT S
2720 RETURN
2730 REM ----COLOR CHANGES
2740 FOR S=2 TO 16
2750 F=ABS(S-W)+1
2760 CALL COLOR(S,F,S-1)
2770 NEXT S
2780 W=W+1
2790 IF W<>16 THEN 2810
2800 W=1
2810 RETURN
2820 FOR S=1 TO 16
2830 ON Z GOSUB 1150,1180,1210,1240,1270,1300,1330,1360,1390,1420,1450,1480,1510
,1540,1570,1600,1630,1210,1270,1330,1390,1450,1510
2840 CALL COLOR(S,F,B)
2850 GOSUB 3220
2860 NEXT S
2870 Z=Z+1
2880 IF Z<>24 THEN 2900
2890 Z=1
2900 RETURN
2910 FOR S=2 TO 15
2920 ON Y GOSUB 1210,1240,1270,1300,1330,1360,1390,1420,1450,1480,1510,1540,1570
,1600,1630,1180,1240,1300,1330,1390,1420,1480
2930 CALL COLOR(S,F,B)
2940 GOSUB 3220
2950 NEXT S
2960 Y=Y+1
2970 IF Y<>23 THEN 2990
2980 Y=1
2990 RETURN
3000 FOR R=1 TO 6
```

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```
3010 FOR C=1 TO 8
3020 ON X GOSUB 1660,1860,1700,1820,1740,1780,1900,1840,2020,2060,2100,1860,2140
,2180,2260,2300,1660,1820,1700,1860,1740,1940,1780
3030 CALL COLOR(C,F,B)
3040 CH=S*8+25
3050 ON X1 GOSUB 690,770,710,750,810,830,850,870,890,910,930,1070,970,990,1010,1
030,1050,950,1090,1110,1130,850,870,750
3060 CALL CHAR(CH,A#)
3070 GOSUB 2340
3080 IF C<>4 THEN 3100
3090 GOSUB 2820
3100 GOSUB 3220
3110 IF C<>8 THEN 3130
3120 GOSUB 2730
3130 NEXT C
3140 NEXT R
3150 X1=X1+1
3160 IF X1<>25 THEN 3100
3170 X1=1
3180 X=X+1
3190 IF X<>24 THEN 3210
3200 X=1
3210 RETURN
3220 REM - - - STOP & HOLD
3230 CALL KEY(0,K1,S1)
3240 IF K1<>32 THEN 3280
3250 CALL KEY(2,K2,S2)
3260 IF K2=17 THEN 3200
3270 GOTO 3250
3280 RETURN
3290 REM ---CHARACTER CHANGED
3300 GOSUB 2610
3310 GOSUB 2690
3320 GOSUB 2910
3330 GOSUB 2730
3340 GOSUB 2820
3350 GOSUB 2910
3360 GOSUB 2610
3370 GOSUB 3870
3380 GOSUB 2910
3390 GOSUB 2570
3400 GOSUB 2690
3410 GOSUB 2730
3420 GOSUB 3000
3430 GOSUB 2690
3440 GOSUB 2650
3450 GOSUB 2610
3460 GOSUB 2730
3470 GOSUB 2690
3480 GOSUB 2650
3490 GOSUB 2910
3500 GOSUB 2730
```

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```
3510 GOSUB 2820
3520 GOSUB 2690
3530 GOSUB 3870
3540 GOSUB 2570
3550 GOSUB 3000
3560 GOSUB 2910
3570 GOSUB 2690
3580 GOSUB 2820
3590 GOSUB 2650
3600 GOSUB 2730
3610 GOSUB 2650
3620 GOSUB 2610
3630 GOSUB 3000
3640 GOSUB 2820
3650 GOSUB 2730
3660 GOSUB 2650
3670 GOSUB 2910
3680 GOSUB 2610
3690 GOSUB 3870
3700 GOSUB 2690
3710 GOSUB 2570
3720 GOSUB 2730
3730 GOSUB 3000
3740 GOSUB 2650
3750 GOSUB 2820
3760 GOSUB 2690
3770 GOSUB 2610
3780 GOSUB 2730
3790 GOSUB 2910
3800 GOSUB 2820
3810 GOSUB 2650
3820 GOSUB 2610
3830 GOSUB 2690
3840 GOSUB 3870
3850 GOSUB 2570
3860 GOTO 3290
3870 REM ---COLOR CHANGE---
3880 FOR S=12 TO 1 STEP -1
3890 READ F
3900 DATA 5, 6, 8, 13, 3, 4, 11, 10, 9, 7, 14, 15, 5
3910 CALL COLOR(S, F, 2)
3920 IF F(>)15 THEN 3950
3930 RESTORE 3900
3940 NEXT S
3950 RETURN
```

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COMPUTER CORNERS BBS

I was recently advised by Max Ettinger, owner of the Computer Corners retail stores, that he is now offering a bulletin board service. There is somewhat of a commercial purpose to this service, but not entirely. Prices for both TI and third party hardware and software will be given, as well as electronic mail. You may call in and post a message if desired. Max further advised me that he hopes to have down load capability operating in the next few months.

I believe that this is the board developed by Ralph Fowler of Atlanta, Ge. The number is a Detroit, Mi one: 313-544 7788. No call in times were given. Let us know what you think of it!

SOME EDIT SUBROUTINES: TO ERROR CAN BE FUN!

Here are two editing routines that deal with replacing a word or phrase and editing by means of inserting a word or phrase. They are presented here in TI Basic, although they will operate fine in X/Basic. They show the power of, and need for, several statements that often times are ignored; such as, segment string and position.

```
1 REM **REPLACE WORD OR PHRASE ROUTINE** 10 OPEN#1:"SPEECH",OUTPUT 20 CALL CLEAR
25 PRINT TAB(3);"ENTER SAMPLE TEXT LINE"::::: 30 INPUT A$ 35 PRINT TAB(4);"WORD TO
BE REPLACED?":::: 40 INPUT B$ 50 L=LEN(B$) 60 P=POS(A$,B$,1) 70 W$=SEG$(A$,1,P-1)
80 X$=SEG$(A$,P,L) 90 LL=LEN(A$) 100 Y$=SEG$(A$,P+L,LL) 110 WORD$=WORD$&W$
120 X$="" 125 PRINT TAB(5);"REPLACE WITH WHAT?":::: 130 INPUT C$ 140 WORD$=WORD$
&C$ 150 WORD$=WORD$&Y$ 160 PRINT WORD$: 170 PRINT#1:WORD$ NOTE...If you wish to
add speech prompts to coincide with the text for the three inputs, please feel free to
do so. Although this routine is not presented here exactly as a subroutine, it is
intended to be built into one of your programs. It is shown here in an already operative
form for the sake of comprehension!
```

```
10 REM**INSERT ROUTINE FOR A SINGLE WORD OR PHRASE** 20 CALL CLEAR 30 PRINT TAB(3);
"ENTER SAMPLE TEXT LINE"::::: 40 INPUT A$ 50 PRINT TAB(2);"INSERT BEFORE WHAT WORD?"::::
60 INPUT B$ 70 P=POS(A$,B$,1) 80 LL=LEN(A$) 90 W$=SEG$(A$,1,P-1) 100 X$=SEG$(
A$,P,LL) 110 PRINT TAB(4);"TEXT TO BE INSERTED?":::: 120 INPUT C$ 130 Z$=Z$&W$
140 S$=" " 150 Z$=Z$&C$ 160 Z$=Z$&S$ 170 Z$=Z$&X$ 180 PRINT Z$
```

Like the first routine, this one is designed to run as is. It should be modified into a subroutine and built into your program. I hope that you enjoy these two routines and take the time to study their operation.

HAPPY COMPUTING!

Duane B. Fischer, President

99/4 USERS OF AMERICA  
DUANE B. FISCHER, PRESIDENT  
5028 MERIT DR.  
FLINT, MI 48506



EDMONTON USERS GROUP  
P.O. BOX 11983  
EDMONTON,  
ALBERTA CANADA T5J 3L1