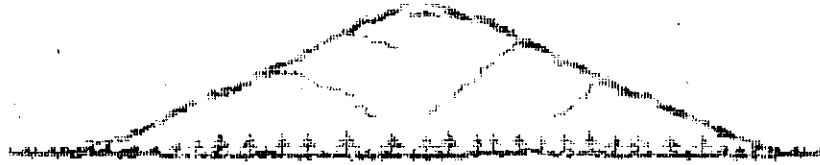


-The Front Ranger-



The Newsletter of the Front Range 99er Computer Club

Vol. 5 No. 8

P.O. BOX 9572, COLORADO SPRINGS, CO 80932

May, 1988

PRESIDENT.....KEVIN KAPUS.....576-3199
VICE PRESIDENT.....CLIFF SWANK.....473-1101
SECRETARY.....BONNIE SNYDER.....578-1583
TREASURER.....BRYAN MINNIGERODE..531-9509
EDITOR.....CLIFF SWANK.....473-1101
PROGRAM CHAIRPERSON.....JOE NUVOLINI.....596-6938
SARGEANT-AT-ARMS.....WARREN WIEKHORST...596-7724
LIBRARIAN.(program).....RICK HOUGHLAND.....574-2492
LIBRARIAN.(lending).....GENE FLEMING.....635-8162
PUBLICITY.....CLIFF SWANK.....473-1101
GRAPHICS SIG.....BONNIE SNYDER.....578-1583..BY APPOINTMENT
TELECOMMUNICATIONS SIG..KEVIN KAPUS.....576-3199..MEETS THE SECOND THURSDAY
T.I.WRITER.....JOE NUVOLINI.....596-6938..BY APPOINTMENT
T.I.FORTH.....NATHAN RAKOFF.....598-1098..BY APPOINTMENT
NEW MEMBER ORIENTATION..BONNIE SNYDER.....578-1583..BY APPOINTMENT
VILLA-TI.....BULLETIN BOARD.....574-2567..CALL OFTEN

NEXT MEETING

DATE.....THURSDAY, MAY 19, 1988

TIME.....6:30 PM

BY.....SCHOOL FOR THE DEAF AND BLIND

BY.....HAWKINS AND THOMAS SUNDINE

PROGRAM.....The May meeting's program will be on MCI MAIL by Wayne Geddings.
This program had been scheduled for March when Wayne canceled out
due to a last minute meeting out of state. If there is time left
over, I am sure it will be filled with some demos by someone.

EDITOR'S NOTES

Check out this issue for the news on the new VILLA TI BBS and by all means
please call it and browse around. You can use your old password to get into
it.

Any letter or comment to the Editor should be sent to: Front Range 99er Club
P.O. BOX 9572 COLORADO SPRINGS CO 80932

The Presidents Corner by Kevin Kapus

While reading through the exchange newsletters I came across an article that continues along the same lines as last months Presidents Corner. So I thought that I would share it with you this month. By the way the exchange newsletters are available for you to read by contacting Gene Flemming at the number on the front of the newsletter.

HOW TO AVOID BEING CHEATED WHEN PURCHASING FROM OUT OF TOWN DEALERS by Charles Good

With warnings in Micropendium and the newsletters about less than ethical dealers, some of us are a little nervous about sending money to an out of state dealer and then waiting for the goods to be delivered. Almost all retail dealers require prepayment, but WHAT IF THE STUFF YOU ORDERED NEVER ARRIVES? There is a way to guarantee that you will not lose any money if the dealer dosen't send you what you ordered and paid for. ~~MAKE YOUR PURCHASES BY BANK CREDIT CARD~~ such as VISA, MASTER CHARGE, or DISCOVER.

U.S. federal law requires goods ordered from an out of state dealer and paid for in advance must be shipped within 30 days of payment. If the merchandise is back ordered and cannot be shipped within 30 days the dealer is REQUIRED to notify the customer in writing and offer the customer the choice of either a prompt refund or a continuation of the back order. If the merchandise remains back ordered, the dealer must again send such a notice to the customer every 30 days. If you pay for your order by credit card and don't get your stuff (or an offer of a refund) after 30 days, you can contact the bank that issued your charge card. Show the bank the dealer's charge on your credit card bill giving the bank as much written

possible. THE BANK WILL RESCIND THE TRANSACTION! The dealer's account will receive a debit and your credit account will recieve a credit for the amount paid. The bank HAS TO DO THIS for paid undelivered out of state orders, and most banks will do the same for undelivered orders from in state dealers. It is not up to you to prove to the bank that you never got what you paid for, it is up to the dealer to prove that you did if the dealer wants its debit changed back to a credit. Thus, paying by bank charge card provides you with a guarantee that you will get what you pay for!

There are other advantages to using a bank charge card:

1- IMMEDIATE SHIPMENT. Dealers that accept credit cards will be glad to take your order over the phone. Many have convenient toll free phone numbers. Once your credit card account is verified the dealer will ship immediately, since the verification guarantees the dealer payment. ~~If you later don't pay~~ your credit card bill that becomes a problem between you and your bank. The dealership still gets its money. You don't have to wait for your order to reach the dealer via the mail, and you don't have to wait while the dealer holds your money while your personal check clears.

2- PAYMENT ONLY AS GOODS ARE SHIPPED. Most dealers will only bill your credit card account when the goods are actually shipped. If some items are shipped and some are back ordered, your account will usually only be billed for those items actually shipped. If you pay in advance by money order or personal check this kind of partial billing is not possible.

The major disadvantage to using bank credit cards for payment is that some dealers charge the customer a

percentage fee for handling such orders. TEX COMP charges 3%, which is what TEX COMP pays its bank for processing the credit card orders TEX COMP receives. Some other TI dealers, such as TRITON and TENEX, do not pass this fee directly on to customers.

Whats that you say, you are afraid to give out your credit card number over the phone or by mail. Well, I buy alot of things by credit card over the phone, and I have never known any dealer to misuse my credit card number or give my number to a third party and cause my account to be billed for good I didn't order. It is very unlikely that a dealer would ever do this, because resulting complaints would cause the dealer's bank to revoke the dealer's privilege to accept credit card orders.

What do you do if the dealer doesn't accept credit card orders? Well,

example, you can purchase CERTIFICATE 99 directly from the publisher Great Lakes Software, but they don't take credit cards. You can purchase the same software, at the same price, from TEX COMP or TRITON who do accept credit cards.

Although the information provided above refers to dealers who cater to owners of TI computers, the same rules apply to any prepaid merchandise ordered from out of state dealers. It is SAFER, MORE CONVENIENT, and usually COSTS NO MORE to prepay with bank credit cards rather than with money orders or personal checks when ordering.

The following members are up for renewal in May:

Dennis Christiansen, Craig Miller, Calvin Vanderlee, Elmer Maly and John Moyar

Front Range 99'ers Computer Club
General Meeting Minutes
April 21, 1988

The meeting was called to order by President Kevin Kapus at 6:47pm. Kevin announced that he had received a request from a TI'er in Minnesota to purchase a P-Code Card, so if any of our members have one they want to sell, get the address from Kevin. Cliff also mentioned the fact that he would be willing to make the Bill Gaskill MICROpendium files available on disk. If you are interested, let him know.

The DOM drawing was held, and Jim Minsky was the lucky winner.

Kevin then did a demo of a new fairware program called Basic Builder. Following that, John Pearce gave an excellent and thorough presentation on the RS232.

The meeting informally adjourned at 9:00pm.

Respectfully Submitted,
Bonnie L. Snyder
Secretary
FR99CC

Tips Compiled by Kevin Kapus

The following tips comes from Bits, Bytes Pixels:

There are times when FUNNELWEB V4.0's config does not seem to follow the flow charts published, making configuration confusing.

Sometimes the FUNNELWEB V4.0 CONFIG won't save your configuration data to both the LOAD and UTIL1 at the end of a configuration. Only one of these two files gets the configuration data. This is most likely to happen if you specify boot disk tracking off and have UTIL1 and LOAD in different drives (or different ramdisks). The solution seems to be to do the complete configuration twice. The first time answer "N" to the prompt "Do you wish to edit the SB LOAD program UList before saving UTIL1?". Then save your configuration to UTIL1 as prompted.

Then do the complete CONFIG cycle from the beginning again, answering "Y" to the prompt "Do you wish to edit the XB LOAD program..." Enter your XB LOAD configuration to DSKx.LOAD as prompted.

If you attempt to alter previously configured user lists by selecting "2 Redo User Lists" from the first CONFIG menu, you sometimes lose the ability to use the configurable #6 UTILITY item on each of the central menus. The central menu screen display shows up OK, but the utility program won't boot. The problem seems to be that the two #6 UTILITY file names are somehow lost from the original configuration. The solution is to start the configuration from the beginning with "1 Continue normally" from the first CONFIG menu.

The following tips are from the Southern Nevada User's Group, by R. J. Bieber:

When running a Funnelweb 4.0 installed on a Horizon Ramdisk, or a drive other than Drive #1 RELOAD can drive you nuts. It's searched for by FNLWEB when it reaccesses some of it's utilities. That may be why Drive #1 turns on when you least expect it. You can verify this by Configuring UTIL1 with one color screen and Configuring RELOAD with a different color screen. This is a big help after running the CONFIG program. You can see whether UTIL1 or RELOAD has been called up when switching utilities.

RELOAD is generated thru the CONFIG program and is different than UTIL1. Don't try booting FNLWEB directly from RELOAD; it won't work that way.

Don't put RELOAD on the HRD if all the programs being accessed thru FNLWEB are on the HRD. Some of the utilities look for RELOAD first when rebooting FNLWEB.

DM1000 is not changed by the CONFIG program. To prevent accessing Drive #1 when rebooting FNLWEB from Option 1 of DM1000, using a sector editor, change the order of the FILES looked at by FNLWEB in the last sector of DM1000. You'll find the RELOAD comes first, followed by UTIL1 and LOAD. I changed the RELOAD to UTIL1 and added a space following it. I left the second UTIL1 and LOAD alone.

If you don't put all of the FUNNELWEB files on one disk then you'll have to RUN the CONFIG program to tell UTIL1, LOAD, and RELOAD where to look when accessing the programs you need. Running CONFIG can be tricky, so play with it until you get it right. You can use a sector editor to make most of the changes, but why look thru 700 sectors when CONFIG will do most of the work for you.

From the PUG PERIPHERAL comes this tip:

If you have the speech synthesizer and a TEII cartridge here is a trick for debugging programs. Enter the program, type LIST "SPEECH" and press <ENTER>. The computer will read your listing back to you. Also: Saving a program to tape and typed OLD CS1 instead of SAVE CS1? Press FCTN and E together and then press <ENTER>. This takes you out of the tape loop.

From the North Jersey TI Users Group comes these tips:

When working on a program, you save it to disk often just in case your system locks up, etc. To save time, use a working name "A" for those frequent saves. This saves up to nine key strokes. Also, if you have a load program that reads the disk directory, your working program will be at the top of the list.

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

Suppose you are writing a program that does a great deal of printing. There is a bug somewhere in the middle of the printing instructions. Every time you try and find it, however, you wait while your printing wastes a lot of paper getting to the problem. What to do? If your printer is PIO, try substituting RS232.BA=9600. Unlike the parallel port, the serial port does not wait for a ready signal to return from your printer. So all of your print instructions will go out thru the RS232 port into thin air until you find your problem. Setting the baud rate at 9600 speeds things up (if you don't specify a rate, your TI will use 300 - much slower).

From the West Penn 99'ers comes these tips:

If you want to place a Carriage Return at the end of a shortened line, you might find that it does not always take. You can always place it there by holding CTRL/8, which places the Carriage Return where you want it, then you must use FCTN/3 to delete the extra line. So, try it first to see how it works and then think of it as one combined step of--CTRL/8 FCTN/3. By using it a few times in practice you gain the confidence to use it during your regular work without further questioning in your mind, does it or doesn't it work. You will know what it does and how it reacts.

When in the Editor mode and printing out your message with the PF (Print File) command, you can also have the line numbers print out along with your text by simply placing a L then a space in front of PIO in the command instruction. Don't forget, however, you lose the last 6 characters at the end of each line. So, keep your line lengths to a maximum of 74, this includes the Right Margin.

Note: This letter is being sent to Myarc on Monday, April 18, 1988. If you ever have hopes of seeing the 9640 survive as a competitive computer, please send a letter to Myarc, stating your feelings about their marketing strategy.

Myarc Incorporated
P.O. Box 140
Basking Ridge, NJ 07920

Dear Mr. Phillips,

You told us many things about the 9640. Things like included speech, ability to run TI programs from an A> prompt, A COMPLETELY OPEN COMPUTER, a good basic, etc.

We finally got the machine, and the promises kept coming. We supported you and bought the machine, even though the price climbed from the initial \$350 dollars you and we planned on (remember the initial poll you put out on Compuserve back in 85?), to the \$500 or so that you now ask for it. We supported you as part of the team, one of the orphans. We didn't buy clones, even though we knew that it would have been the most economical thing to do, and believe it or not, there were a few of us that were willing to take the beating because we wanted to support one of our own.

After all, you knew what it was like, having to struggle through a completely closed system, learning it from scratch, and making the most of it. Well, you gave us real power, brought us out of the orphanage, and we appreciate that. We're still supporting you.

Even though we still haven't seen ADVANCED BASIC, or the finished MDOS, or the PASCAL, we still stick with you, waiting. Waiting while you develop more software for the computer, software that you can sell to us, and probably expect to sell to us before the above products are completed.

You talk about a protection card to go into the p-box that will prevent piracy. Why are you wasting time on a piece of hardware that won't contribute to the computer? On the same note, why are you wasting time on software programming at all?

You are taking the same course as TI, aren't you? I hear a lot of rumors about your plans to not give out much technical information on the computer or the operating system. I find it hard to believe that you could be so stupid as to try that on us! Incredibly stupid is what you are if you stab us in the back by trying to keep the machine closed.

Tiers have learned to program in the last 8 years. Why won't you let us and third party software developers handle the software, and you handle the hardware? I feel I'm a fair programmer on the 4a, but I don't know squat about the 9640. And I don't really have the time to learn it. You won't provide information on how to program it, again, because you want to monopolize the software market. If you had half a brain, you'd have sent a technical manual full of information to any and all who requested it, at no charge. If you would have, there would be no software shortage for the machine, as there is now. Instead, you choose to limit the number of programmers to damn few, and you've managed to get on their bad side too.

So we have My-art. So what? With documentation on the computer, by now we could have had 10 different drawing programs. People don't buy an IBM (or clone) because of the software IBM sells.

I really enjoyed my 99/4A, and I do see a huge advantage to having a machine like the Geneve. I probably could never go back to a 4A, but if you decide to continue with the foolish marketing scheme of a closed machine, with you writing software alone, I will not buy any software or hardware from Myarc. I won't sell the machine, or threaten to make you buy it back or any

other foolishness, but I will do my best to persuade others not to do business with Myarc.

I will continue to use the 9640 with whatever software comes along in the form of freeware, third party sales, etc. I will continue to support my peers (all the Tiers and 9640 owners) as best as I can, but I feel you really screwed us. You gave us a compatible computer to upgrade to, and we supported you with our dollars. We put up with your limp excuses as to why products were constantly late. We put up with your labor disagreements with your programmers, while products bought and paid for weren't delivered. Now you are pulling a TI all over again. I have just about had it.

So I guess what I'm trying to say is that I have lots of patience. I can put up with delays, tap dancing etc, but when you start talking about a closed machine that I can't program, that's when I call it quits. I hear that your new managing genius, Riley, is responsible for this type of marketing. Straighten him out, let him know that it won't work with this 9640 owner.

I'm also posting this letter on GENie, and I'll encourage others to write to you.

With much bitterness,
John A. Johnson

VILLA-TI GETS A NEW LOOK!

This month, Villa-TI has moved over to an PC-XT system and is running new BBS software. The software is "The Message Hub", written by Thom Foulks. Villa's new name is Villa-TI [Hub]. I think that those of you who use the board will find it a great improvement. Many of our members have clones as well as their 99/4A's. We will be able to up/download files using both systems. The real improvement will be the message system. It will give us much more capability.

All members who were on the users log of the old system are on the new system. No user number is necessary. You need enter only your first and last name at the first prompt and your password at the second and you're off and running. Your name must be entered just as you have it on the old system, i.e., if you used ED SMITH for EDWARD SMITH, you must use ED SMITH. Please be patient if you find some areas empty at first but it will take time to figure just what we want to do with all of them. The BBS system is written in Turbo Pascal and is very fast. Enjoy....

SUBJECT:	SOURCE:	TYPE:	DATE: PG:
"LAST WORD ON TI-99" OFFERED	FRONT RANGER	INFO ITEM	JUL85 4
28 COLUMN PRINT ROUTINE FIX	FRONT RANGER	ERROR FIX	FEB87 21
3-D MAZE PROGRAM	FRONT RANGER	XB PROGRAM	OCT86 22
3-D MAZE PROGRAM FIX	FRONT RANGER	ERROR FIX	JAN87 6
3.5 INCH DRIVES FOR THE 4A	FRONT RANGER	ADDRESS	OCT87 4
32K MEMORY CHECKER	FRONT RANGER	ARTICLE/TUTORIAL	FEB86 14
4A FLYER	FRONT RANGER	GAME REVIEW	FEB87 9
4A/TALK	FRONT RANGER	TELECOM REVIEW	JUL85 3
99AT ANNOUNCED BY RYTE DATA	FRONT RANGER	ANNOUNCEMENT	DEC86 2
A MODEM IS A MODEM IS A ...	FRONT RANGER	ARTICLE/TUTORIAL	SEP85 9
A TALE OF TRIUMPH	FRONT RANGER	ARTICLE	MAY87 6
ACCEPT AT STATEMENT TRICK	FRONT RANGER	PROGRAMMING TIP	AUG85 4
ACCURACY COMPARISONS	FRONT RANGER	ARTICLE	AUG87 19
ADDING ADDITIONAL DISK DRIVE	FRONT RANGER	ARTICLE/TUTORIAL	SEP85 14
ADDING DRIVE 2 OR 3	FRONT RANGER	ARTICLE/TUTORIAL	FEB86 6
ADDING WONDER SWITCHES	FRONT RANGER	ARTICLE/TUTORIAL	APR85 10
ADVANCED VIDEO PROCESSOR	FRONT RANGER	ANNOUNCEMENT	OCT87 8
ALABAMA 4TH OF JULY PROGRAM	FRONT RANGER	XB GAME PROGRAM	JUL85 6
ALPHA LOCK ELIMINATOR MOD	FRONT RANGER	DIAGRAM	AUG87 8
AMNION LETTER OF THANKS	FRONT RANGER	LETTER	MAY87 8
ANTI-LOCK UP CALL PEEK	FRONT RANGER	XB ROUTINE	APR85 9
ARCHIVER 2.11 COLOR CHANGES	FRONT RANGER	ARTICLE/TUTORIAL	DEC87 3
ASCII TO DV/80 FORMAT	FRONT RANGER	BASIC PROGRAM	OCT85 6
ASSEMBLY AUTO-RUN ROUTINE	FRONT RANGER	TASSEMBLY TUTORIAL	JAN86 4
ASSEMBLY LANGUAGE TUTORIAL	FRONT RANGER	ANNOUNCEMENT	OCT85 4
AUTO-SPELL CHECK CRASH FIX	FRONT RANGER	PROGRAM MOD	AUG87 10
AUTOMATIC MOUSE MAZE UPGRADE	FRONT RANGER	PROGRAMMING TIP	SEP85 16
BA-WRITER COLOR CHANGES	FRONT RANGER	ARTICLE/TUTORIAL	DEC87 3
BASKET WEAVING	FRONT RANGER	BASIC GAME PROGRAM	JUL86 22
BBS LEGISLATION	FRONT RANGER	EDITORIAL COMMENT	OCT85 5
BIRDWELL DISK UTILITIES	FRONT RANGER	UTILITY REVIEW	JAN87 10
BLANK STRING INPUT ROUTINE	FRONT RANGER	BASIC ROUTINE	AUG85 7
BORDERED TEXT DISPLAYS	FRONT RANGER	PROGRAMMING TIP	DEC87 3
BRASHEAR LETTER TO TI USERS	FRONT RANGER	LETTER	SEP87 4
BUILDING A SUPERCART	FRONT RANGER	ARTICLE/TUTORIAL	DEC87 6
C99 TUTORIAL -1	FRONT RANGER	ARTICLE	FEB86 3
C99 TUTORIAL -4	FRONT RANGER	ARTICLE	MAY86 7
C99 TUTORIAL -6	FRONT RANGER	TUTORIAL	JUL86 5
C99 TUTORIAL -2	FRONT RANGER	ARTICLE	MAR86 3
CALL FILES/MEMORY FULL TIPS	FRONT RANGER	PROGRAMMING TIP	AUG85 7
CALL KEY TUTORIAL	FRONT RANGER	PROGRAMMING TIP	DEC85 8
CALL LOAD TO EMULATE "NEW"	FRONT RANGER	PROGRAMMING TIP	SEP87 12
CALL LOAD LISTINGS	FRONT RANGER	LISTING OF	SEP87 14
CALL LOADS AND CALL PEEKS	FRONT RANGER	LISTING OF	JUL85 16
CALL LOCATE ROUTINE	FRONT RANGER	XB ROUTINE	FEB86 21
CALL SPRITE HELICOPTER	FRONT RANGER	ASSEMBLY PROGRAM	JUL85 9
CALL WAITING ON BBS FIXED	FRONT RANGER	INFO ITEM	APR85 3
CATALOG PROGRAM ENHANCEMENT	FRONT RANGER	BASIC ROUTINE	APR85 4
CATLIB 1.5 RELEASED	FRONT RANGER	ANNOUNCEMENT	SEP87 13
CATWRITER	FRONT RANGER	XB PROGRAM	JAN86 10
CERTIFICATE 99 ANNOUNCED	FRONT RANGER	ANNOUNCEMENT	OCT87 8
CHARAI FILE ON HORIZON RD	FRONT RANGER	PROGRAM MOD	SEP87 18
CHICAGO TI FAIRE '85	FRONT RANGER	ARTICLE	DEC85 3

SUBJECT:	SOURCE:	TYPE:	DATE:	PG:
CHICAGO TI FAIRE '87	FRONT RANGER	ARTICLE	NOV87	8
CLEANING PRINTER HEADS	FRONT RANGER	TUTORIAL	SEP87	16
CLUB CONSTITUTION CHANGES	FRONT RANGER	INFO ITEM	JUN87	3
CLUB SURVEY RESULTS - 1987	FRONT RANGER	ARTICLE	APR87	4
COLO SPRINGS COMPUTER FAIR	FRONT RANGER	ANNOUNCEMENT	SEP85	19
COLOR SQUARES	FRONT RANGER	XB GAME PROGRAM	DEC85	8
COMMAND DOS FOR TI DEBUTS	FRONT RANGER	ARTICLE	JUL87	9
COMPUTER LOCK UP CALL LOAD	FRONT RANGER	INFO ITEM	AUG87	10
COMPUTER WAR	FRONT RANGER	GAME REVIEW	DEC86	4
COMPUTERS IN EDUCATION	FRONT RANGER	ARTICLE	APR86	10
CONSOLE CALC	FRONT RANGER	FINANCE REVIEW	JUN87	12
CONVERTING LOWER CASE LETTER	FRONT RANGER	XB ROUTINE	OCT85	6
CONVERTING FILES TO PRBASE	FRONT RANGER	TUTORIAL	OCT86	7
CORCOMP 512K CARD	FRONT RANGER	HARDWARE REVIEW	OCT86	17
CRAIG MILLER TAPE AVAILABLE	FRONT RANGER	ANNOUNCEMENT	MAY86	9
CREATING TIW CATALOG FILES	FRONT RANGER	INFO ITEM	OCT86	12
DATA BASE MANAGERS REVIEW	FRONT RANGER	DATA BASE REVIEW	NOV86	4
DEBUGGING YOUR PROGRAMS	FRONT RANGER	TUTORIAL	FEB87	14
DEFAULT COLOR CHANGES	FRONT RANGER	ARTICLE/TUTORIAL	DEC87	3
DELPHI SUPPORTS TI SIG	FRONT RANGER	INFO ITEM	NOV85	13
DENVER TI FAIRE REPORT	FRONT RANGER	ARTICLE	JUN87	17
DIJIT AVP CARD	FRONT RANGER	ANNOUNCEMENT	OCT87	8
DISK COPYING ETHICS	FRONT RANGER	ARTICLE	APR86	3
DISK DRIVE INFORMATION	FRONT RANGER	ARTICLE	APR85	3
DISK DRIVE POWER SUPPLY MOD	FRONT RANGER	TUTORIAL/DIAGRAMS	AUG87	12
DISK DRIVE SPECIFICATIONS	FRONT RANGER	CHART OF	APR87	20
DISK DRIVE REGULATOR PROBLEM	FRONT RANGER	INFO ITEM	MAR86	18
DISK FILE SEARCH PROGRAM	FRONT RANGER	XB PROGRAM	JAN87	22
DISK FILE SEARCH INDEX PRINT	FRONT RANGER	XB PROGRAM	JAN87	22
DISK MANAGER 1000	FRONT RANGER	UTILITY REVIEW	JUL85	4
DISK MASTER I	FRONT RANGER	UTILITY REVIEW	NOV86	12
DISK MATCHER	FRONT RANGER	XB PROGRAM	JAN86	10
DISK OF THE MONTH CLUB	FRONT RANGER	ARTICLE	APR85	16
DISK UTILITIES COLOR CHANGES	FRONT RANGER	ARTICLE/TUTORIAL	DEC87	3
DISK+AID COLOR CHANGES	FRONT RANGER	ARTICLE/TUTORIAL	DEC87	3
DISPLAY MASTER	FRONT RANGER	GRAPHICS REVIEW	JUN87	7
DM1000 3.5 COLOR CHANGES	FRONT RANGER	INFO ITEM	FEB87	9
DM1000 CONTROVERSY BEGINS	FRONT RANGER	ARTICLE	JAN86	3
DM1000 CURSOR SPEED MOD	FRONT RANGER	PROGRAM MOD	JAN87	3
DR. GUY-STEFEN ROMANO AWARD	FRONT RANGER	ARTICLE	APR87	8
DRAGONSLAYER CRASH FIX	FRONT RANGER	PROGRAM MOD	AUG87	10
DUES INCREASE TAKES EFFECT	FRONT RANGER	INFO ITEM	JUL85	5
DULCIMER MUSIC ERROR FIX	FRONT RANGER	ERROR FIX	FEB87	21
DULCIMER TUNE ROUTINE	FRONT RANGER	BASIC ROUTINE	JAN87	21
ELECTRICAL TAPE DISK TABS	FRONT RANGER	INFO ITEM	NOV85	13
EMPHASIZED CHARACTER ROUTINE	FRONT RANGER	XB ROUTINE	JUL86	4
ERROR TRAPPING ROUTINE	FRONT RANGER	XB ROUTINE	APR85	10
ESCHER ART	FRONT RANGER	BASIC PROGRAM	JAN87	21
ESCHER ART ENHANCEMENTS	FRONT RANGER	INFO ITEM	FEB87	21
EXPANDED MEMORY TUTORIAL	FRONT RANGER	ARTICLE/TUTORIAL	JUL85	11
EXTENDED BASIC TUTORIAL	FRONT RANGER	ARTICLE/TUTORIAL	DEC87	10
FAIRWARE OFFERINGS -NEW ONES	FRONT RANGER	ARTICLE	APR87	6

SUBJECT:	SOURCE:	TYPE:	DATE:	PG:
FAIRWARE PROGRAMS LISTING	FRONT RANGER	LISTINGS	FEB87	15
FAST-TERM PROGRAM SIZE MOD	FRONT RANGER	PROGRAM MOD	SEP86	6
FAST-TERM INFORMATION	FRONT RANGER	ARTICLE	JAN86	4
FAVORITE SOFTWARE	FRONT RANGER	ARTICLE	JUN87	9
FILE FORMAT TUTORIAL	FRONT RANGER	TUTORIAL	SEP86	10
FONT WRITER -1	FRONT RANGER	GRAPHICS REVIEW	MAR87	7
FONT WRITER -2	FRONT RANGER	GRAPHICS REVIEW	APR87	5
FORTH TUTORIAL -2	FRONT RANGER	TUTORIAL	APR86	4
FORTH TUTORIAL	FRONT RANGER	ARTICLE/TUTORIAL	MAR86	5
FORTH TUTORIAL -3	FRONT RANGER	TUTORIAL	MAY86	5
FOUR COLUMN PRINT FIX	FRONT RANGER	TUTORIAL	APR85	11
FOUR COLUMN PRINTING IN TIW	FRONT RANGER	TUTORIAL	APR85	8
FRANKIE AND JOHNNIE	FRONT RANGER	BASIC PROGRAM	AUG85	6
FREEWARE CONCEPT	FRONT RANGER	ARTICLE	OCT85	6
FREEWARE LISTINGS	FRONT RANGER	INFO ITEM	NOV85	11
FUNNEL WRITER 3.3	FRONT RANGER	WORD PROC REVIEW	JUL86	18
FUNNEL WRITER DEBUTS	FRONT RANGER	ARTICLE	MAR86	9
FUNNELWEB 3.4	FRONT RANGER	WORD PROC REVIEW	DEC86	3
FUNNELWEB ON A HORIZON RD	FRONT RANGER	TUTORIAL	NOV86	20
GEMINI SPECIAL CHARACTERS	FRONT RANGER	PROGRAMMING TIP	SEP85	16
GENEVE VERSUS TURBO XT	FRONT RANGER	ARTICLE	MAR87	8
GK UTILITY I	FRONT RANGER	UTILITY REVIEW	NOV86	10
GK XB DSK3 MODIFICATION	FRONT RANGER	PROGRAM MOD	JAN87	3
GO-SEARCH UTILITY PROGRAM	FRONT RANGER	BASIC PROGRAM	DEC85	7
GOTO / GOSUB LISTING PROGRAM	FRONT RANGER	BASIC PROGRAM	DEC85	7
GRAM KRACKER ANNOUNCED	FRONT RANGER	ANNOUNCEMENT	SEP85	7
GRAM KRACKER	FRONT RANGER	HARDWARE REVIEW	MAR86	16
GRAM KRACKER TIPS	FRONT RANGER	TUTORIAL	MAY86	9
GRAM KRACKER TIPS	FRONT RANGER	TUTORIAL	APR86	7
GRAM KRACKER WITH DM1000	FRONT RANGER	TUTORIAL	JUL86	3
GRAM KRACKER MODIFICATIONS	FRONT RANGER	TUTORIAL	MAR86	17
GRAMKRACKER CHARACTER SETS	FRONT RANGER	TUTORIAL	FEB86	18
GRAND RAM AND DESKTOP PUB.	FRONT RANGER	ANNOUNCEMENTS	OCT87	4
GROCERY SHOPPING LIST	FRONT RANGER	XB PROGRAM	APR85	11
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HORIZON RAM DISK 256K -2	FRONT RANGER	ARTICLE/TUTORIAL	JAN87	15
HORIZON RAM DISK NEWS	FRONT RANGER	INFO ITEMS	OCT87	6
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IBM COMPATIBILITY FOR THE TI	FRONT RANGER	ARTICLE	FEB87	5
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IMMEDIATE MODE COLOR CHANGE	FRONT RANGER	XB PROGRAMMING TIP	OCT87	5
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IMPROVED VIDEO DISPLAY MOD	FRONT RANGER	TUTORIAL/DIAGRAM	AUG87	9
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INVISIBLE PROGRAM NAMES	FRONT RANGER	PROGRAMMING TIP	AUG85	7
JOHN WILLIAMS MOVES TO CA.	FRONT RANGER	INFO ITEM	AUG85	3

SUBJECT:	SOURCE:	TYPE:	DATE: PG:
JOYSTICK ROUTINE	FRONT RANGER	PROGRAMMING TIP	SEP85 17
KEYBOARD REPAIRS	FRONT RANGER	INFO ITEMS	SEP86 5
KEYZAP	FRONT RANGER	XB GAME PROGRAM	APR85 9
LENDING LIBRARY	FRONT RANGER	ARTICLE	JAN86 7
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	SEP86 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	APR87 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	OCT87 9
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	APR86 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	NOV87 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	NOV85 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	SEP85 18
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	JAN87 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	AUG87 22
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LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	OCT86 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	DEC85 9
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	MAY86 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	OCT85 9
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	MAR86 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	DEC86 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	FEB87 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	JUL85 18
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	MAY87 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	AUG85 8
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	MAR87 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	APR85 14
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	JUL86 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	NOV86 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	AUG86 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	JUN87 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	FEB86 23
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	JUL87 11
LIBRARY PROGRAMS REVIEW	FRONT RANGER	ARTICLE	DEC87 23
LINEWRITER-MORE INFO ON IT	FRONT RANGER	TUTORIAL	AUG85 6
LINEWRITER	FRONT RANGER	XB UTILITY PROGRAM	JUL85 6
LINPUT PUZZLE/BUG	FRONT RANGER	XB PROGRAM	SEP85 17
LISTING PROGRAMS TO DISK	FRONT RANGER	PROGRAMMING TIPS	OCT85 6
MAILING LABEL FORMAT CHANGES	FRONT RANGER	INFO ITEM	SEP85 11
MASS-TRANSFER	FRONT RANGER	TELECOM REVIEW	FEB87 3
MCGOVERN LETTER	FRONT RANGER	LETTER	MAY86 3
MEASUREMENT PROGRAM	FRONT RANGER	XB EDUC PROGRAM	OCT86 22
MENU LOADER	FRONT RANGER	XB PROGRAM	NOV85 9
MENU V6.3 FOR THE HORIZON RD	FRONT RANGER	UTILITY REVIEW	AUG87 5
MICROPENDIUM CARRIED LOCALLY	FRONT RANGER	INFO ITEM	OCT85 2
MINI-MAG 99 DEBUTS	FRONT RANGER	ANNOUNCEMENT	APR85 3
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MOLLY DARLING	FRONT RANGER	MUSIC PROGRAM	MAY87 22
MORE ON SPEECH	FRONT RANGER	TUTORIAL	JAN87 11
MOVING TEXT DISPLAY ROUTINE	FRONT RANGER	BASIC/XB ROUTINE	OCT86 13
MULTI COLUMN PRINTING	FRONT RANGER	TUTORIAL	MAR86 10
MULTIPLAN COLORS	FRONT RANGER	INFO ITEM	MAY86 10
MULTIPLAN PRINTER CONTROL	FRONT RANGER	MULTIPLAN TIP	AUG86 8
MULTIPLAN TIPS AND TRICKS	FRONT RANGER	MULTIPLAN TUTORIAL	MAR87 10
MULTIPLAN RECALC TIP	FRONT RANGER	MULTIPLAN TIP	AUG87 10
MUSIC NOTES	FRONT RANGER	MUSIC TUTORIAL	FEB87 12
MUSIC PROGRAM FROM GERMANY	FRONT RANGER	XB PROGRAM	JAN87 22

TI-99/4A COMPUTER BOOKS

Article by

Bill Gaskill

Book reviews don't seem to appear in computer interest journals much anymore, but some need to. As with any hobby or other interest, books provide most of us with the information and knowledge we thirst for in our efforts at becoming more adept at our hobbies. Of late, there has been a serious void in books published for the 99/4A and I don't believe that it will get any better. It's a rarity to see a TI book on the shelf at B. Dalton's, Waldenbooks or any of the other stores that used to carry TI-99/4A publications. Nevertheless, most books originally written for the 4A can still be purchased, even if they don't appear on the shelves of the major retailers.

This article focuses on the books that I have purchased over the last four years that I feel are of interest to others. The list is by no means a comprehensive one. There are many other books that I've had the opportunity to purchase but did not because their content covered material too basic to meet my needs. Of all the books I've seen, the Compute! publications written for the 99/4A stand out from the pack. I would go so far as to say that they are the most interesting reading of all of the books I've seen and they are generally the most well written and most informative. Many of the other books available surpass the Compute! books in specific subject matter, but not in overall quality of content.

COMPUTE! BOOKS that I own:

- 33 Programs for the TI-99/4A by Brian Flynn
- Beginner's Guide to Assembly Language by Peter M.L. Lottrup
- Extended Basic Home Applications by Christopher Flynn
- First Book of TI Games edited by C. Regena
- Guide To TI-99/4A Sound and Graphics by Raymond J. Herold
- Programmer's Reference Guide by C. Regena
- TI Collection Volume 1 by the Compute! editors
- TI Collection Volume 2 by the Compute! editors

33 PROGRAMS... Brian Flynn:

The title to this book is not much help in determining what's inside. The 33 programs range from business and investment applications to a few game type programs. All are written in Extended Basic by none require 32K memory expansion. Most are very short, requiring little keying in time. The book is divided into seven chapters, dealing with topics such as; Money Management, Basics for Business, Games, Curve-Fitting Routines, Matrix Manipulations, Simple

Statistics and Numerical Analysis.

The Money Management chapter contains programs and explanations for determining effective yield on an investment, treasury bill yields, IRA planning, municipal bond purchasing, loan payments and mortgage payments.

The Basics for Business chapter contains programs and explanations for net present value of a cash flow, internal rate of return, least-squares forecasting, time-series forecasting and a cute program that turns your computer into a cash register that determines point of sale type calculations for price with sales tax, amount tendered and the correct change.

The Games chapter has four games titled; Brer Rabbit, which is a word guessing game, Rings and Poles, which is a Towers of Hanoi adaptation, Matches, which is a pattern-strategy game you play against the computer, and Vanilla Cookie, a similar strategy type game that is designed for two to five players.

The Curve-Fitting Routines chapter is a good one if you have little or no exposure to relational type analysis. The explanations for each program are brief, but concise and very helpful in understanding what the programs do, and also how the results can be applied to real life. If you are like me, terms like "correlation coefficients", and "linear regression" are intimidating at best. Brian Flynn takes the scare out of them and gives us a little taste of how they can become useful tools for decision-making. The chapter contains programs for Simple Correlation Coefficients, Simple Least Squares analysis, Multiple Linear-Regression Analysis, t-Curve Critical Values and General-Form Curve Fitting. Certainly an intimidating sounding lot.

The Matrix-Manipulations chapter contains programs and explanations for Matrix Addition and Subtraction, Matrix Multiplication, Matrix Inversion, Determinant of a Matrix and a program with the awful title of Matrix Inversion Using Gauss-Jordon Sweep with Complete Pivoting. Don't ask me what it does. It would probably take too long to explain, even if I did understand it.

The Simple Statistics chapter moves back to an area I have more of a handle on. It contains programs to determine Mean, Variance and Standard Deviation, Relative and Cumulative Frequencies and Frequency Plotting. As with the earlier chapters, this one should not intimidate, but will inform along with providing some nice programs.

The last chapter is a number crunching chapter entitled Numerical Analysis. It contains programs to sort numbers, generate random numbers, test random numbers, perform numerical integration and determine derivative. Whew! Glad that's over.

Overall, Brian Flynn's 33 PROGRAMS... is a neat book but with limited utility. Of all the chapters, I found the money management one the most useful to me. You may have other needs that 33 PROGRAMS... can help with.

ASSEMBLY LANGUAGE... Peter M.L. Lottrup:

Besides M.S. Morley's book, this is the only other book that I know of written mostly for Mini-Memory assembly language programming. Mr. Lottrup you may recall, is or was an Argentina resident who used to write for 99er Magazine.

The book is divided into twelve chapters that cover; Starting Off, The First Step, Directives and Your First Programs, More Programming Power, The Next Few Steps, Keyboard and Joysticks, Utilities, Mathematics and Scrolling, Basic and Assembly Language, Character Definitions and Color Changes, Creating Sprites, Generating Sounds, Graphics Modes and Programing Techniques.

Despite the number of chapters, the book is quite limited in scope. It basically covers only screen display and sound generation techniques. Noticeably lacking is any Input/Output programming information. Because of the target language that it addresses I question the book's value to most 99ers. I don't know how many programmer's dabble in Mini-Memory assembler, but few applications seem to appear in that version of assembler anymore.. While the argument might be made that the basic concepts of assembly language programming apply to both Mini-Memory and Editor/Assembler versions, I found that this book did little to help me jump the gap. It does a nice job of bringing the novice programmer along if the MM module is being used, but I really didn't get much from it as far as Editor/Assembler programming is concerned.

TI GAMES... edited by C. Regena:

This was the very first Compute! book that I purchased. I had a great time keying in and playing the Extended Basic programs and pretty much ignored the ones written in console basic. So I guess I really can't give an opinion on them.

The book is made up of more basic games than Extended Basic ones, but it is well worth the purchase price for the XB games alone. In total there are 32 programs that may be typed in. Seven of them are written in Extended Basic. The console basic programs are; Maze Generator, Hidden Maze, Labyrinth 1, Labyrinth 2, Superchase, Marble Hunt, Closeout, Match-Em, Tic-Tac-Toe, Boggler, Flip Flop, Color Codes, Copycat, Grid, Wordsearch, MathMan, Memory Trainer, Make a Face, Joystick Drawing, River Trip, Across, Astrostorm, Goblin, Jumping Jack and Air Defense.

The Extended Basic games are; Balloons, Diamond Drop, Trapshoot, Rocket Duel, Mystery Spell, Devastator and Mosaic Puzzle. Of the 32 programs available, Mystery Spell and Mosaic Puzzle received the most attention by my family. Mystery Spell continues to enthuse my kids (ages 9 and 11) despite the fact that they have been playing it on and off for some five years. The sound and graphics of this Doug. Hapeman program are as good as any educational module TI ever produced. A truly wonderful program for kids. Mosaic Puzzle is equally as well done and as interesting. The audience for this one is adults however. It is the only computer program that my wife "ever" showed any interest in. That says alot!

Some of the console basic games are interesting such as Boggler. It is a computer version of the word game Boggle. It is nicely done, but a bit slow because it is done in console basic. If you are a long

time Compute! magazine subscriber you may have already keyed most of these programs in from the monthly magazines. In that case this book would not be for you. If you don't have the programs then the purchase price is a good investment, as I said, just for the Extended Basic games.

SOUND and GRAPHICS...Raymond J. Herold:

This is my second favorite Compute! book behind the EXTENDED BASIC HOME APPLICATIONS offering. SOUND and GRAPHICS unlocked several secrets for me in my quest to learn more about the 99/4A. Among them were the different screen display modes supported by the 99/4A, Sprite programming and the techniques that could be employed to generate the many sounds the TI is capable of producing. I have seen this book criticized for lacking depth in what it covers. I can't disagree with that, but I will argue that it does a nice job of concisely explaining the information that it was written to address.

The book contains seven chapters; Sound and Graphics, Introduction to Graphics, Sprites, Advanced Sprite Handling, Sound, Speech Synthesis and Putting It All Together. Among the 210 pages that make up the book there are over a hundred sample programs and routines that show you how to program a particular function or operation. The last chapter contains full-blown programs entitled; Mimic, Shooting Gallery, Alphabet Invasion, Banzai Bunny, Zone Defender, Addition Climber and Slot Machine. All are neat examples of the many techniques covered in previous chapters. If I were grading these books, SOUND and GRAPHICS would definitely rate an "A". If you want a well-written introduction into the world of sound and graphics and speech generation in Extended Basic, this book belongs in your library.

PROGRAMMER'S REFERENCE...C. Regena:

What can you say about the book that set the standard for third-party publications for the 99/4 and 4A? The book is well-written, easy to read, understandable even to the non-programmer and complete in its coverage of the capabilities of TI's console basic programming language. I really can't say more. The only drawback is that it does not address Extended Basic. However, since most functions are shared by the two languages, it serves as a pretty good guide for the XB programmer too.

The book is divided into seven chapters, but contains over 350 pages. It covers virtually every area that the aspiring programmer could want, from educational applications, to mailing lists, from character definition techniques to Input/Output routines. While you may eventually outgrow it with time and practice, it will surely take you a couple of years if you are starting out with Basic programming.

TI COLLECTION VOL 1 and 2... Compute! Editors:

Both of these books contain programs, articles and tutorials from the days when Compute! magazine supported the 99/4A. Much to the credit of the Compute! editors, Volume 2 is not a further re-hash of things covered in Volume 1. That would have been an easy trap to fall into, but they didn't go for it.

VOLUME 1 is divided into seven chapters and it covers topics such

as; Getting Started, The Basics, Applications, Recreation, Sound and Graphics, Sprites, and Utilities. It contains an excellent mix of basic and Extended Basic programs and some great tutorials on the CALL KEY statement, character sets, program editing, searching algorithms, sorting, transferring variables and more.

It also contains programs addressing some of my favorite productivity areas such as; mail list management, statistics, spreadsheets, financial calculations, data base management and word processing. Among the games offered are Freeway 2000 and Worm of Beemer. Both are top-notch programs for the kids. Freeway 2000 is an Extended Basic version of TI Toad. Worm of Beemer is the best console basic game program that I have ever seen. It is a multi-screen, multi-level program that forces a worm to go after mushrooms without crossing over its own body. Try it! You'll like it!

For the game programmers there is Superfont, a neat but complex program to generate character graphics and Sprite Editor, which is like a character re-definition program, but made expressly for defining sprites. In the utilities area, there are programs to catalog a disk and delete files selectively and another program to create a library of the contents of your floppy disks.

From a fun, entertainment and utility viewpoint, TI Collection Volume 1 is a good buy. I highly recommend it for anyone's library.

VOLUME 2 is divided into only five chapters; Applications and Techniques, Fun and Games, Inside the TI, It's Educational and Assembly Language. Some of the authors of the programs in VOLUME 2 are no doubt familiar to long-time 99ers; Michael Covington, Christopher Flynn and Thomas Kirk to name a few. Thomas Kirk you may recall authored the Dragonslayer Auto-Spell Checker for TI-Writer.

From a "Fun and Games" standpoint I would say that VOLUME 2 is lacking the punch of VOLUME 1. Much more technical and conceptual information is found in VOLUME 2 along with examples for the advanced programmer such as the architecture of the computer, memory-mapping and assembly language programming examples and techniques. I found VOLUME 2 to be the most interesting reading of the two-volume set because it contains more information that I had not been exposed to before. Thus I credit the Compute! editors for their decision to not make VOLUME 2 a re-hash of VOLUME 1. In short, VOLUME 2 is as useful and as valuable as VOLUME 1 because it targets a different area of computer usage and programming.

HOME APPLICATIONS... Christopher Flynn:

I've saved the best for last. Christopher Flynn's EXTENDED BASIC HOME APPLICATIONS is an absolutely marvelous book for both the programmer and the personal productivity oriented user. The book opens up extolling the many virtues of Extended Basic over console basic as a programming language and then it goes into some really informative detail on the make-up of TI hardware, from the Peripheral Expansion Box to the Disk Controller Card. It then winds up the introduction with a plug for the now defunct International Users Group in Bethany, Oklahoma. You'll have to disregard that information since Charles LaFara and the IUG have been out of the TI picture since May of '85.

The next chapter in HOME APPLICATIONS deals with Extended Basic programming techniques, using complex IF-THEN-ELSE statements, error trapping, screen formatting, program design and sub-programming. These twenty pages are among the most informative in the book, although succeeding pages come close.

Chapter 3 deals with file management. Here, one learns the many facets of program files, data files, file organization, storage devices, sequential files and record types. Again, an excellent collection of information that serves to whet the appetite for more. Included in the chapter is a VERY interesting program I've not seen anywhere else, that of an indexed file type application to enhance the access speed of disk files. In fact, you will find that the DISK CARD FILE program included in a later chapter uses this very technique. It proves to be a real education and tutorial experience for the novice programmer or the experienced programmer who wants to delve into relative file processing in a different way.

Beginning with Chapter 4 the book turns to specific applications for its tutorial base. The first program is called TINY PLAN, which is a spreadsheet. Here, I encountered the first shortcoming of the book. Not enough information (for me at least) was given in the way of explanation on how to set the spreadsheet up once the program has been keyed-in. I found the few examples listed to be confusing and I never did get the hang of it. Perhaps others will have better luck than I did. Also, you will find that the program is limited in its speed, but so is MULTIPLAN.

Chapter 5 delves into the world of graphics for productivity purposes. Here, a program called BAR CHARTS provides an excellent example of how data can be manipulated by a computer and turned into understandable information by human minds. As with TINY PLAN, BAR CHARTS comes in 32K and 16K versions.

Chapter 6 demonstrates how an index file can be created to allow faster access to records on disk. The program used to provide this demonstration is called DISK CARD FILE. A companion program, TAPE CARD FILE uses the same basic format but does not employ indexing of records since it is a 16K, RAM-based program designed for console and cassette only users. DISK CARD FILE is a neat program that many readers will find serious uses for. It is a full-featured program that easily could have been marketed commercially. The only limitation is the 150 record capacity it ties you to. Even so, I would recommend keying it in first if you want to see an example of how well Mr. Flynn has put this book together and how useful the programs can be.

The last tutorial program is titled APPOINTMENT CALENDAR. It is another fine example of Extended Basic sub-programming, though I found it of little real use since it takes so much time to load that appointments can be checked much faster in an appointment book. Still, it provides some good examples of how sprites and character re-definition can be used in a program.

The last little gem in HOME APPLICATIONS is a master menu that ties all of the productivity programs together for selection purposes, and a disk directory program that reads only data files created by any of the main programs included in the book. Here again, both are written in Extended Basic's sub-programming style.

In conclusion, if you are looking for an entertaining, informative and productive way to spend your money, you will have to wait a long time to find a better value than this book provides. Aside from all of the information mentioned thus far, it is also one of the best tutorials on Extended Basic sub-programming that I have seen since Jim Peterson's tutorial on the Nuts and Bolts #1 disk. BUY IT!

FOR SALE:

TI Console with alpha lock mod \$30

Peripheral Expansion Box w/ beefed up power supply and super quiet muffin cooling fan, TI 32K Memory Expansion Card, TI Disk Controller Card and Full Height SSSD Disk Drive \$150

Peripheral Expansion Box identical to above but with Speech Synthesizer built into the umbilical connector. With this modification you have speech with only one connector between console and PEB \$175

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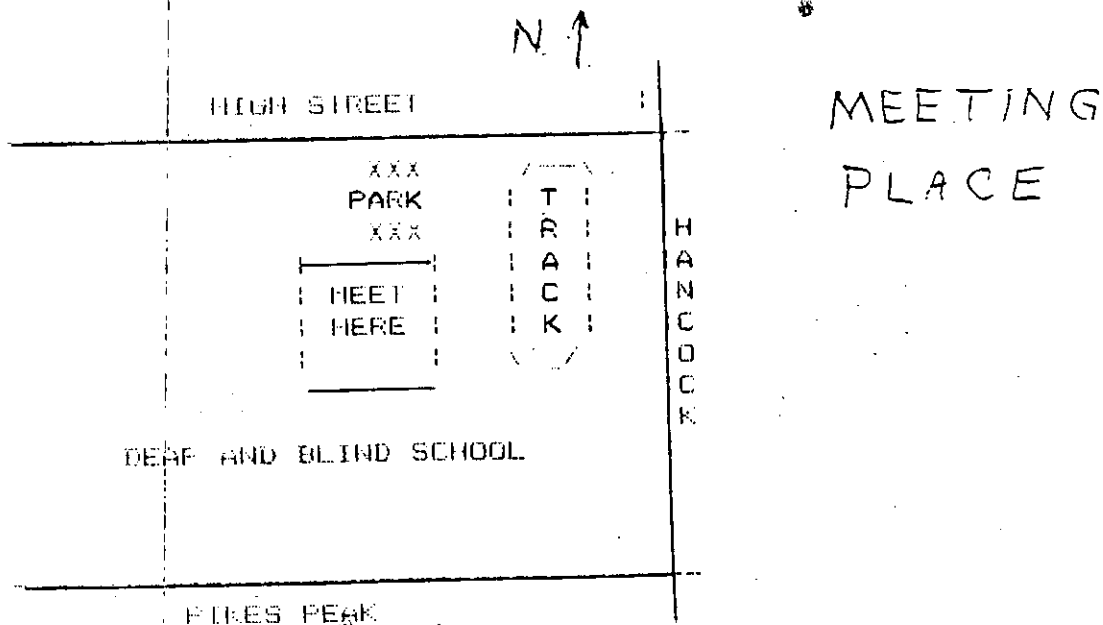
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Joe Nuvolini
2982 Whileaway Cir W
Colorado Springs, CO 80917



PROGRAM REVIEWS by Rick Houghland

Disk 79 is a disk full of J. Peter Hoddie's commercial quality games. ASTEROIDS II, 894(8), is an assembly language version of Asteroids that loads much faster. The game also has hyperspace and musical accompaniment. FISHY BUSINESS, 895(7), is a game where you must eat all the seaweed in four different screens while avoiding the big fish. J FREDDIE FROG, 896(8), is an update to Frogger, complete with cars logs and sinking lilypads. KLIMBING KONG, 897(8), is a terrific game where you are a man trying to avoid monsters and bad climbing bricks. There are eight different screens in the game. SNAKE, 898(8), is an assembly language game of surviving in the jungle of the snake. You are a snake with variable lengths and speeds. As you crawl thru this jungle, you must collect the blinking food tablets and avoid purple monsters and growing plants that are good food when young but poisonous when full grown. There are 10 screens in this challenging game. The last game is called SPACE BATTLE, 899(7). This is a game for two players where you will be battling each other. You have different types of missiles and must avoid getting to close to the sun. Occasionally, you will hear a strange sound and be instantly teleported to another part of space thru a hole in the fabric of space. Please remember that these are Faireware games so send the author a donation and/or comments on the programming if you intend to keep them. This disk also contains some excellent business programs. CHECKBOOK ACCTG, 900(8), is an XBasic program for tracking your checkbook deposits and withdrawals. The program has exceptional screen menuing and versitility. The documentation indicates some bugs but I did not experience any with my tryout. CARDIAC TEST, 901(7), is an on-screen questionnaire to determine your possibility for heart lttack. MAILIST +DOCS, 902(8), is a comprehensive mailing list program that prints labels and stores files to disk. The documentation is also included.

Disks 80 and 81 are a combined faireware program call MACRO ASSEMBLER by Rag Software. This program has several improvements over the TI Assembler. Some of these improvements are: a macro capability, improved listing and diagnostic formats, a cross-reference listing, and runs independent of the TI Assembly module. The package also contains complete documentation and object files, a library of general purpose macros, time saving input/output routines and 2 excellent sample programs. MACRO ASSEMBLER, 903(9), and MACRO ASSEMBLY, 904(9), are the two disks of programmms involved with the package. Documentation is provided on the disks.

FR99CC PROGRAM LIBRARY

No.	Program Name	Type	Lng	Filename	Dsk	Description
===	=====	=====	===	=====	===	=====
0894	ASTEROIDS II	GAME	A/L	ASTER	079	A/L VERSION OF ASTEROIDS
0895	FISHY BUSINESS	GAME	X/B	FISH	079	GAME OF AVOIDING BIG FISH
0896	J FREDDIE FROG	GAME	X/B	PHROG	079	UPDATE OF FROGGER
0897	KLIMBING KONG	GAME	X/B	KONG	079	UPDATE OF KING KONG,10 SCREENS
0898	SNAKE	GAME	A/L	SNAKE	079	A GAME OF AVOIDING SNAKEHAZARDS
0899	SPACE BATTLE	GAME	X/B	SPACEBATL	079	GO THRU HOLE IN SPACE,SHOOT'IN
0900	CHECKBOOK ACCTG	FINAN	X/B	CHCKBKACC	079	TRACK DEPOSITS AND WITHDRAWLS
0901	CARDIAC TEST	EDUC	X/B	HEARTEVAL	079	QUESTIONS ON HEART CONDITION
0902	MAILIST +DOCS	UTIL	X/B	MAILIST	079	MAILING LIST, PRINTS/FILES
0903	MACRO ASSEMBLER	UTIL	A/L	MACROS1	080	A/L MACRO ASSEMBLER +
0904	MACRO ASSEMBLY	UTIL	A/L	MACROS2	081	OBJECT CODES FOR PRG #0903

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