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Oct 1988

THE HUGger's NEWLETTER

Volume 6, Number 9

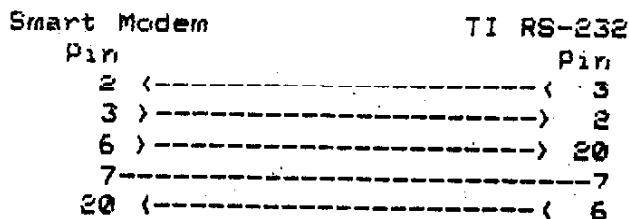
TALKIN' SMART Part IV

by

JIM ELLIS

RAMblings by Carl Clark

(Cont'd from previous issue.) I included the direction because I know how confusing it is to figure out which is send and which is receive, let alone which way some of the other signals are going. You may or may not use every one of the lines listed above. This time I have included the diagram for the cable to go from the modem to the TI-99/4A. Of course, it goes to the RS-232 card, (or stand alone) to communicate with the Smart Modem. This diagram is probably about the least wiring you can use, but it should be adequate for just about any system, I think. I have used it very successfully for a number of years without problems.



Pin 7 is the signal ground and is used on both send and receive. You may refer to Part III for direction of data flow. The cable should be shielded, if possible. You do NOT need to connect any of the other pins, so you only need five wires to make up the necessary connections. The wire gauge can be either #22 or #24, both will solder nicely to the DB-25 connectors. Following is the parts list for the connectors:

- 2 conn. R/S part #276-1547 \$1.99 ea.
- 2 hoods R/S part #276-1536 \$1.99 ea.

The subject we are looking at this month is TI-BASE the new database for the 994A. It is unlike any thing that has been released for the TI before and overshadows everything else that has been released lately.

The specs have been published before and there have been many other reviews in the last few months, so I will not try to go over every detail of an extensive system.

This program truly is a system in that it can be made to handle almost any kind of data in almost any manner that the user wishes. Being a system also has it's drawbacks, the command language, while it is comprehensive, is not something you learn in one or two quick sessions. This means that the dedicated user can accomplish many things but the occasional user will want TEMPLATES that set databases up readily. While I am sure that templates will become available soon I hope that either a modification of the program or a supplemental program will be seen soon to improve the printout capabilities which are extremely limited now.

The documentation covers all commands, but is not the easiest reference book I have ever used. There are so many options that it could use a walk through of actually setting up a simple database. The blue on blue-gray paper is nothing short of eye wrenching to me.

(CONTINUED ON PAGE 5)

TIPS FROM THE TIGERCUB

#47

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

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

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

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

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

TIGERCUB CARE DISKS #1, #2, #3 and #4. Full disks of text files (printer required).

No. 1 contains the Tips news letters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

If you bought my C11 disk, Kid's Games, please check line 100 of the Butterfly and Flowers program and, if necessary, change it to - 1000 CALL CLEAR :: CALL SCREEN(4).

If you bought my C12 disk, More Games, and have trouble loading Lost Plane and Andromedan Invasion, please go to line 1000 of the LOAD program and change *TC-18* to *TC-19 and *TC-23* to *TC-23. Or, return the disks to me and I will fix them.

Thanks to Ollie Hebert for this fix to the Gordian Knot in Tips #36. This will keep it from running off the edge and crashing in the automatic mode.

```
270 GOSUB 480 :: R=R-24*(R<1)+24*(R>24):: C=C-28*(C<3)+28*(C>30):: CH=128-(B=1)-(D=3):: CALL GCHAR(R,C,6):: IF 6<>32 THEN IF INT(2*RND+1)<>1 THEN CH=6
```

The trouble with me is that, before I finish one program I've thought of another that I want to try writing - and so I don't take time to test completed programs as well as I should. The Decompactor in Tips #35 was one that should have been tested more thoroughly. I think this version will work. It will break an XBasic program into single-statement lines, to make it easier to modify. Then, John Dow's Compactor

or a similar program will put it back together.

```
100 !DECOMPACTER V.1.1 by Jim Peterson fixed 12/87
110 DISPLAY AT(3,1)ERASE ALL
!*TIGERCUB DECOMPACTER V.1.1
*:" Program must first be
*:" RESequenced to greater
in-:" crements than the number
120 DISPLAY AT(9,1):"of statements in any one":"line.":
!*SAVED by:" SAVE DSK(file name),MERGE"
130 DISPLAY AT(16,1):"INPUT FILENAME?":"DSK" :: ACCEPT A T(17,4)::IFS
140 DISPLAY AT(16,1)ERASE ALL:"OUTPUT FILENAME?":"DSK" :
* ACCEPT AT(17,4):OF#
150 OPEN #1:"DSK"IF# INPUT ,VARIABLE 163 :: OPEN #2:"DSK"DEF OUTPUT.VARIABLE 163
160 LINPUT #1:M# :: LN=ASC(ES$(M#,1,1))/6+ASC(ES$(M#,2,1)): IF LN<LN2 THEN 180
170 DISPLAY AT(12,1)ERASE ALL BEEP:"ERROR! RESEQUENCE PROGRAM TO":"GREATER INCREMENT S AND TRY":"AGAIN." :: CLOSE #1 :: CLOSE #2 :: STOP
180 LN2=LN
190 P=POS(M#,CHR$(132),3):: IF P=0 THEN PRINT #2:M# :: GOTO 260
200 A#=#1,P-1):: R=POS(S(A#CHR$(132),3):: S=POS(A#CHR$(201),3)
210 IF R=0 THEN PRINT #2:A#CHR$(10):: GOTO 250
220 IF S=0 AND R<>0 THEN PRINT #2:M# :: GOTO 260
230 IF S<>0 THEN IF S-R<3 THEN PRINT #2:A#CHR$(10):: GOTO 250
240 PRINT #2:M# :: GOTO 260
250 LN=LN+1 :: LN2=LN :: GOSUB 270 :: M#=#1,SEB$(M#,P+1,255):: GOTO 190
260 IF EOF(1)<>1 THEN 160 ELSE CLOSE #1 :: CLOSE #2 :: DISPLAY AT(12,1)ERASE ALL:"Enter NEW":"Then Enter":" MERGE DSK"OF# :: END
270 LN#=#1,INT(LN/256)CH R#=#1,INT(LN/256):: RETURN
```

If you have my BXB routine from Tips #40 (corrected in Tips #42) or from my TIPS book vol. 4 or NUTS BOLTS, or Genial Traveller Vol. 1 No. 6, here is a neat improvement that Barry Traver thought of. Key this in, run it to create a merge file on a disk. Then clear memory with NEW, merge in BXB, then MERGE DSK1.LINEZERO, and now save BXB again in merge format and it will CALL itself from line zero (and do something else that I'm not going to tell you about!)

```

100 OPEN #1:"DSK1.LINEZERO",
VARIABLE 163,OUTPUT
110 M$=CHR$(0)CHR$(0)CHR$(1
157)CHR$(200)CHR$(3)"BXB"
CHR$(130)CHR$(157)CHR$(20
0)CHR$(4)"CHAR"CHR$(183)
CHR$(200)CHR$(2)"30"
120 M$=M$CHR$(179)CHR$(1199
)CHR$(16)"B1C37EA58199663C
"CHR$(192)CHR$(0):: PRINT
#1:M$ :: PRINT #1:CHR$(255)
CHR$(255)

```

And if you have merged in BXB, the edge character (ASCII 31) can be reidentified and colored (set 0) to give the screen an ornamental border.

```

100 CALL CHAR(31,"0"); CALL
CLEAR :: FOR J=1 TO 24 :: P
RINT :: NEXT J :: CALL CHAR(
31,"182442999942241B"); CAL
L COLOR(0,5,16)

```

Here is an improved version of the CATWRITER program to create the Tigercub QUICKLOADER, which is intended for disks of programs which you have filled and do not plan to change. It will read the directory, display each filename, and ask you for the complete program name of each one. Then it prepares a program which displays one more menu screens of complete program names, and

auto-loads whichever one you select.

First, key in this part and save it to disk by SAVE DSK1.CAT1, MERGE. If you want, you can change the screen and character colors in line 10. Don't change the line numbers!

```

10 CALL CLEAR :: DIM M$(127)
:: CALL SCREEN(5):: FOR S=0
TO 14 :: CALL COLOR(S,16,1):
: NEXT S :: CALL PEEK(8198,A
):: IF A<>170 THEN CALL INIT
11 REM (leave this in!)
12 ON WARNING NEXT :: GOSUB
21
13 X=X+1 :: READ M$(X):: IF
M$(X)<>"END" THEN 13
14 R=3 :: FOR J=1 TO X-1 ::
READ X$ :: DISPLAY AT(R,1):S
TR$(J):TAB(4):X$ :: R=R+1 ::
IF R<23 THEN 17
15 DISPLAY AT(24,1):"Choice?
or 0 to continue 0" :: ACCE
PT AT(24,26)VALIDATE(DIBIT)S
IZE(-3):M :: IF M>X-1 THEN 1
5
16 IF M<>0 THEN 19 :: R=3
17 NEXT J
18 DISPLAY AT(24,1):"Choice?
" :: ACCEPT AT(24,9)VALIDATE
(DIBIT):M :: IF M=0 OR M>X-1
THEN 18
19 CALL CHARSET :: CALL CLEA
R :: CALL SCREEN(8):: CALL P
EEK(-31952,A,B):: CALL PEEK(
A6+B-65534,A,B):: C=A6
+B-65534 :: A6="DSK1."M$(M)
:: CALL LOAD(C,LEN(A$))
20 FOR J=1 TO LEN(A$):: CALL
LOAD(C+J,ASC(SEG$(A$,J,1)))
:: NEXT J :: CALL LOAD(C+J,0
):: GOTO 10000
21 CALL LOAD(8196,63,248)
22 CALL LOAD(116376,67,85,82,
83,79,82,48,8)
23 CALL LOAD(112288,129,195,1
26,165,129,153,102,60)
24 CALL LOAD(112296,2,0,3,240
,2,1,48,0,2,2,0,8,4,32,32,36
,4,91)
25 CALL LINK("CURSOR"):: RET
URN
10000 RUN "DSK1.1234567890"

```

Next, key in this little

routine and run it to create a file called CAT2.

```

100 OPEN #1:"DSK1.CAT1",VARI
ABLE 163,INPUT
110 OPEN #2:"DSK1.CAT2",VARI
ABLE 163,OUTPUT
120 FOR J=10 TO 26 :: LINPUT
#1:M$ :: PRINT #2:CHR$(0)C
HR$(J)CHR$(156)CHR$(255)C
HR$(200)CHR$(1)"2"CHR$(18
1)CHR$(199)CHR$(LEN(M$))M
$CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)CHR$(
255):: CLOSE #1 :: CLOSE #2

```

Finally, key in CATHATRIX. Leave the line numbers as they are, we need that space after line 9. Then MERGE in DSK1.CAT2 to combine the two, and SAVE.

```

1 CALL CLEAR :: CALL TITLE(1
6,"CATWRITER"):: CALL CHAR(1
24,"3C4299A1A199423C"):: DIS
PLAY AT(12,10):"Version 1.3":
:TAB(8);" Tigercub Softwar
e"
2 DISPLAY AT(15,1):"For free
":"distribution":"but no pri
ce or":"copying fee":"to be
charged." :: FOR D=1 TO 500
:: NEXT D :: CALL DELSPRITE(
ALL)
3 DISPLAY AT(2,3)ERASE ALL:"
TIGERCUB CATWRITER V.1.3":;
" Will read a disk directory
,":"request an actual progra
m":"name for each program-ty
pe"
4 DISPLAY AT(7,1):"filename,
and create a merg-":"able Q
uickloader which dis-":"play
s full program names and":"r
uns a selected program."
5 DISPLAY AT(12,1):" Place d
isk to be cataloged":"in dri
ve 1 and press any key" :: C
ALL KEY(0,K,B):: IF S=0 THEN
5
9 OPEN #2:"DSK1.CATHERGE",VA
RIABLE 163,OUTPUT
100 OPEN #1:"DSK1.",INPUT ,R
ELATIVE,INTERNAL :: INPUT #1
:M$,A,J,K :: LN=1000 :: FN=1
100
110 DISPLAY AT(12,1):"Disk n

```

```

ame?":;M$ :: ACCEPT AT(14,1
)SIZE(-28):M$ :: LX$=STR$(14
-LEN(M$)/2):: LYLEN=LEN(LX$)
120 PR$=CHR$(0)CHR$(11)CHR
$(162)CHR$(240)CHR$(183)C
HR$(200)CHR$(1)"1"CHR$(17
9)CHR$(200)CHR$(LEN(LN))LX
130 PR$=PR$CHR$(182)CHR$(1
81)CHR$(199)CHR$(LEN(M$))
M$CHR$(0):: PRINT #2:PR$
140 X=X+1 :: INPUT #1:P$,A,J
,B :: IF LEN(P$)=0 THEN 180
: IF ABS(A)=5 OR ABS(A)=4 A
ND B=254 THEN 150 ELSE X=X-1
:: GOTO 140
150 DISPLAY AT(12,1):P$:"
PROGRAM NAME?" :: ACCEPT AT
(14,1)SIZE(25):F$
160 PRINT #2:CHR$(INT(FN/256
))CHR$(FN-256+INT(FN/256))
CHR$(147)CHR$(200)CHR$(LEN
(F$))F$CHR$(0):: FN=FN+1
170 M$=M$CHR$(200)CHR$(LEN
(P$))P$CHR$(179):: IF X<11
THEN 140
180 IF M$="" THEN 200
190 PRINT #2:CHR$(INT(LN/256
))CHR$(LN-256+INT(LN/256))
CHR$(147)SEG$(M$,1,LEN(M$)-
1)CHR$(0):: LN=LN+1 :: M$=""
: X=0 :: IF LEN(P$)<>0 TH
EN 140
200 PRINT #2:CHR$(INT(LN/256
))CHR$(LN-256+INT(LN/256))
CHR$(147)CHR$(200)CHR$(3)
"END"CHR$(0)
210 PRINT #2:CHR$(255)CHR$(
255):: CLOSE #1 :: CLOSE #2
220 DISPLAY AT(8,1)ERASE ALL
:"Enter -":";:" NEW":";:" NE
RGE DSK1.CATHERGE":";:" DELE
TE "DSK1.CATHERGE"";:" S
AVE DSK1.LOAD"
230 SUB TITLE(S,T$)
240 CALL SCREEN(5):: L=LEN(T
$):: CALL MAGNIFY(2)
250 FOR J=1 TO L :: CALL SPR
ITE(8J,ASC(SEG$(T$,J,1)),J+1
-(J+1=5)+(J+1=5+13)+(J+1=1
3),J=(170/L),10+J*(200/L))::
NEXT J
260 SUBEND

```

Mike Stanfill and Ed Nachonis and others have been publishing some neat little single-screen "tinygram" programs, so here is

(CONTINUED ON PAGE 5)

How many times while working on a special project have you had the whole thing come to a screeching halt, with the computer crashing, or the printer stopping or the modem outputting unintelligent garbage or even worse smoke curling ominously out of a piece of equipment?

Times like these are very frustrating and usually after a few choice words about the 'bug' that caused our particular problem, we start all over again.

Some anonymous member of the computer community has finally identified these various 'bugs' and we are happy to share this information with our readers. While knowing what 'bug' caused our problem will not solve our problem we might find satisfaction in knowing which 'bug' to blame.

Below are pictures showing the various 'bugs' along with their names and how they affect our equipment.

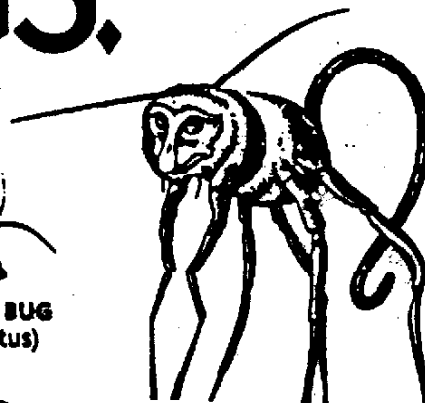
KNOW YOUR BUGS.



PYGMY JUMPING SPIKE FLY
(*rapiditis bombus*)



HUMPBACK SURGE BUG
(*destructus abruptus*)



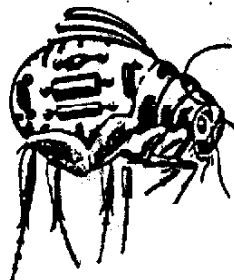
DANCING VOLTAGE MONKEY ROACH
(*disci-dumpli*)



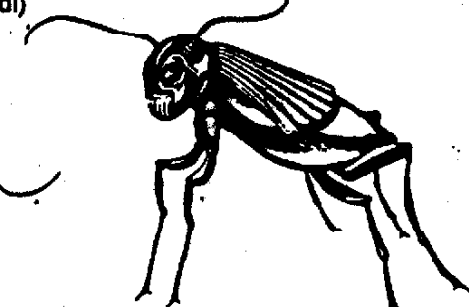
CREEPING BROWNOUT FUNGUS LOUSE
(*systemii interrupti*)



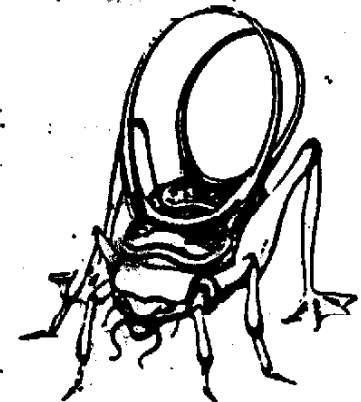
SNOUTSUCKING SAG WORM
(*datis obliteratis*)



TRANSIENT STINK FLEA
(*printii garbagelli*)



GIANT BLACKOUT ASSASSIN BEETLE
(*monstrositus catastrophus*)



RINGED-ANTENNA LINEHOPPER
(*signallus distorti*)

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(CONTINUED FROM PAGE 1)

You will note that with all of these complaints they are all minor convenience items. The program does that it is supposed to do, and does it with good speed. One thing that the book notes is that the Mini-memory GREATLY increases the available memory. I have not had a chance to find out how this affects operation but we finally have a real use for Mini-memory.

We will be looking further at this phenomenal program at the NOVEMBER meeting.

DISCLAIMER

This newsletter is brought to you through the efforts of the officers and members of the HOOSIER USERS GROUP. Every member is encouraged to submit articles.

If you have an article you would like to share with the other members mail it to:

John Powell
327 N. Southern Ave.
Indianapolis, IN 46225

Opinions expressed are those of the author and not necessarily those of the HOOSIER USERS GROUP.

HUGger Back Issues

Back issues purchased at the monthly meeting are \$1.00 each. Mail order price is \$1.50 per Newsletter (postage included). Orders will be filled within 3 weeks of receipt.

(CONTINUED FROM PAGE 1)

Radio Shack doesn't carry any cable to do this correctly, so you may have to contact your local bell installer to see if he may have some scrap three pair cable. (to be cont'd)

Continued from PAGE 3

my contribution. It's a one-screen one-liner!

```
1 RANDOMIZE :: PRINT : : :  
: :: A=INT(RND*7):: B=INT(R  
ND*9+1):: FOR X=1 TO 5 :: Y=  
A*X 2-B*X+8 :: PRINT Y:: NE  
XT X :: Y=A*X 2-B*X+8 :: PRI  
NT : : : INPUT "GUESS NEXT  
NUMBER":N :: IF N=Y THEN PRI  
NT "RIGHT" :: GOTO 1 ELSE P  
RINT "CORRECT IS":Y :: GOTO  
1
```

NEW NEIGHBORS

THE INDIANAPOLIS COMPUTER PAPER has just published its premiere issue. This paper has articles of interest to all computer users in the Indy area and also runs free personal classified ads. Watch for them it looks like a good enterprise.

MEMORY FULL! - Jim Peterson

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Check One:
 Active Member New: \$20 Renewal: 15
 Subscribing Member New: \$10 Renewal: 7.50
 Amount Enclosed: \$ _____

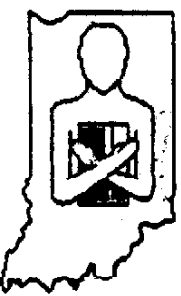
(Cut on dotted line)

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