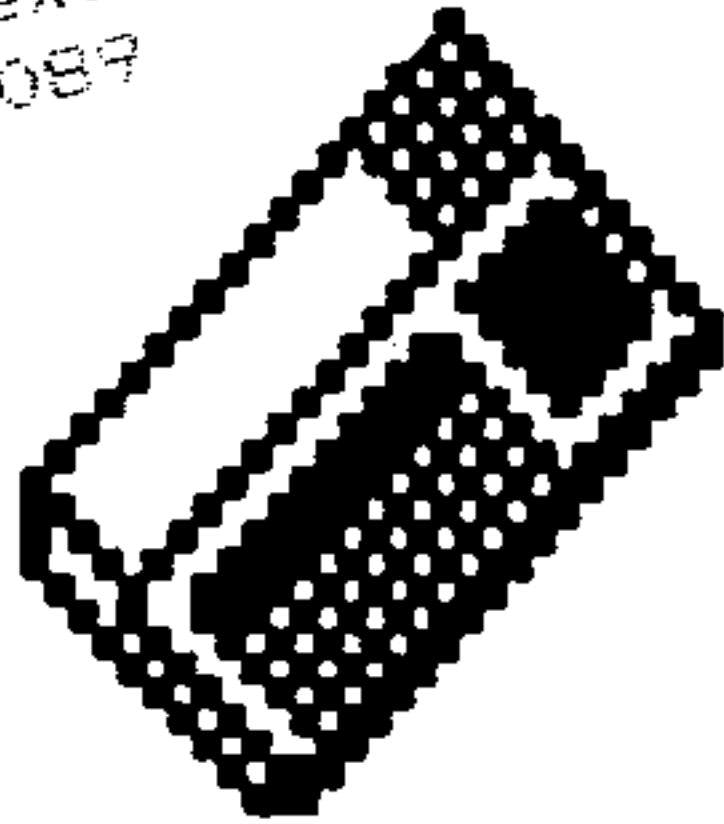


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# HUG

HOUSTON USERS GROUP

APRIL  
1985

HUG TIBBS - (713) 699-2073  
24-hour BULLETIN BOARD

**MEETING SCHEDULE**  
FIRST SUNDAY OF EVERY MONTH  
(2nd Sunday if 1st Sunday  
is on a holiday weekend)

\*\*\*\*\*

## AT THE NEXT MEETING

SUNDAY, APRIL 14, 1985 2:00 P.M. SHARP

St. John's School - 2401 Clairemont

This month we are lucky to be visited by a very famous TI 99'er, who will expound on various subjects concerning our machine, and we will continue with a FORTH Mini-tutorial. Time for questions and answers will also be available. (see page 3)

\*\*\*\*\*

## IN THIS ISSUE

NEXT MEETING  
MINUTES

PRESIDENT'S REPORT  
LIBRARY UPDATE

TI WRITER  
& MORE

\*\*\*\*\*

## 1985 HUG OFFICERS

President --- BILL KNECHT ... 473-5713	Secretary - CHIA GREER ... 668-4500
VP/Membership DON LEWIS ..... 353-5295	Treasurer - DAVID MATHER . 941-1497
VP/Program -- SANDOR KARPATY 955-1138	Librarian - BILL RISTER .. 537-8596
VP/S.I.G. --- LARRY PIPKIN .. 499-9991	TIBBS/SysOp STEPHEN FOSTER UNLISTED
Exec. Asst. - TOM JAY ..... 850-0222	Editor --- CECIL CROWDER 487-5530

\*\*\*\*\*  
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## TI-HUG M I N U T E S March 3, 1985

Bill Knecht, Pres. called the meeting to order at 2:00 p.m. and called on the Officers for their reports. VP Membership, Don Lewis reported to the 80-90 people assembled that of the 191 memberships at the end of the previous year, 127 had renewed to date with a target membership of 350. The other officers were assigned lists of names to call asking that the member renew.

VP SIG, Larry Pipkin encouraged those who had signed up for a SIG to support the various groups.

Librarian Bill Rister said that new titles were being added to the catalogue all the time, but cautioned that no copyrighted programs would be accepted.

Treasurer David Mather reported at the end of February total revenue for the period totalled \$2429.41 with disbursements of \$909.96 leaving an unexpended surplus of \$2478.85 including \$959.40 of cash on hand at the beginning of 1985.

TI-BBS SYSOP, Stephen Foster assured members that if they identified themselves as members when signing on there should be no difficulty in reaching all levels. On exchanging or selling of programs he said that anyone trying to sell copyrighted programs will be disconnected.

Program VP Sandor Karpathy asked for Program suggestions, and urged members to participate.

Secretary Greer asked for corrections to the published Minutes of January and February. Being none, Motion was introduced by Ruth Herman, seconded by Larry Pipkin that they be accepted as published. Motion passed.

Bill Knecht announced that Editor Cecil Crowder was not present due to a schedule conflict. Knecht went on to report that the Board had met in a called meeting, had voted unanimously to revoke the membership of a person who had admitted (when apprehended) to shoplifting from M&S store at our meetings; and, although some repayment had been made, the Board felt its decision should be acted upon by General Membership. A Motion was entered and seconded "That a Resolution be adopted that the Membership support the Board in that the person under discussion not be allowed to attend future HUG meetings." Motion passed unanimously.

Program VP Karpathy introduced David Mather who explained Basic & Extended Basic; then Tony Johnson presented Editor/Assembler and Paul Hutwagner explained Pascal.

David Sholwire announced he would demonstrate Data Base Management next meeting as well as a NEC portable and a new printer/plotter. There being no further business the meeting was adjourned.

Respectfully submitted,

Lucia C. (Chia) Greer, Secretary

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RECOGNITION OF HUG TIBBS AND BILL KNECHT

Ron Albright, VALLEY 99ers USERS GROUP, in a recent article on Comuserve said that some computer geniuses frequent HUG TIBBS. In an article for L A 99ers newsletter he rated HUG TIBBS in a three place tie for BEST BULLETIN BOARD with PHILLY TIBBS (215-9276432) and SPIRIT OF 99 TIBBS (614/4510880).

In the same newsletter we quote Jim Peterson of TIGERCUB SOFTWARE, "The current virtuoso of music programming is Bill Knecht of Houston, who has written some superb pieces."

Congratulations again, Stephen and Bill.

**April HUG meetings**

This month we will try to present two items of interest. For the first part of the program we are fortunate to have a very special guest. At this time I am not at liberty to divulge his identity, however he assured that this person is extremely highly regarded in the TI industry. Not only is he well versed in general "Computerdom", but he is also a fantastic speaker. I think his remarks will be worth while for any and all who attend.

The second part of the meeting will deal with FORTH. Last month we tried to give a short Mini-tutorial on this subject, but due to a lack of time we had to postpone it to this month. Larry Pipkin will be the expert on this topic. And as with the other Mini-tutorials, we hope to have a handout available.

Just a short note to everyone. I realize that every program will not be in tune with the capabilities and available equipment of all of the members, however I will try to get as broad a program variation as possible which will satisfy most of the people most of the time. To the people who have the BASIC console without fancy disc drives and extra memory, I have not forgotten you. MUSIC will be the main focus of the May meeting. This should be of interest to all, with or without the extra equipment.

As a final item, I am still wondering what program topics the general membership is interested in and what topics have been neglected. In other words, I am looking for input. If you have ideas, please let me know on the HUG TIBBS, call me at home, or talk to me at the meeting. One way or another let me know what direction our meetings should take, and I will try to accommodate.

Sandor Karpathy, VP/Programs

**FOR SALE**

COMPLETE SYSTEM - console, P-box, RS232, TI Impact Printer, P-code card, disk drive, 32K Memory, TI-Writer, Multiplan, and several command modules. Call AL ALLEN at 469-8482(h) or 890-0503(u).

**PRESIDENT'S REPORT**

Spring is upon us and with warm weather comes outdoor activities, such as planting gardens, trees and flowers, fertilizing and mowing the lawn, and other warm weather tasks we all enjoy. I regret that my TI-TORO is still not operational. (Note for newcomers...a TI-TORO is a laserower controlled by computer.) Seriously, don't let your computer occupy all your free time on these beautiful days we have been having. Get out and enjoy the mild evenings. But don't forget that your computer can be helpful in keeping track of gardening records and one of my favorite uses, fishing records. I can tell you what days were best for fishing the past two years and what baits were best.

Speaking of the outdoors, we are considering having a family picnic one month instead of our regular meeting. If you think this would be fun, let one of the officers know. If we have this picnic, we will need several people to work on a planning committee.

As a personal note, I would like to thank the other user groups who have been sharing their favorable comments about my music programs Best Songs and Best Hyans. My book is still in the works, so be watching for details in this newsletter.

Looking forward to seeing all of you at the next HUG meeting on April 14th.

Bill W. Knecht

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\*\*\*\*\* Downloaded from Gary Blaydenburd's  
 \* TI-WRITER HELP FILE pt[1] \* TIBBS Reading Mass. (617) 664-5988  
 \*\*\*\*\*

How many of you have a typewriter, please raise your hand, keep your hand up if your typewriter has interchangeable text. How about automatic bold and underline. Or some amount of memory storage (for letter heads, etc.). How about an erase key? Those of you left have probably got a pretty expensive piece of machinery, but TI-WRITER has ten times the functions, or features of the best typewriters. With TI-WRITER, your only limitation is your own creativity.

To start off with, what will you need to operate your Word Processor. You must have the 99/4A console (TI-WRITER won't work with the 99/4), a TV or monitor, the cartridge and disk package, the disk system, memory expansion, the RS232 interface, and a printer. In other words, the whole works. The printer is something you definitely want to be careful in choosing because all of your work will be in vain if you can't print out exactly what you type in, and with an attractive appearance.

First, let's look at the command line. That's the line at the top of the screen when you're in the command mode. There are seven commands shown and sixteen sub-commands that are options of the main seven. The commands are selected by typing only the letters that are capitalized in the word. For instance: "F" for Files, "SH" for Search, or "LF" for Load File. That's an interesting point, you can access any of the sub-commands from the main command menu. In other words, to ShowDirectory (which is a disk catalog) you would enter the command mode, (FCIN 9), and either type "F" for files, and "SD" for ShowDirectory, or just type "SD" immediately. This feature saves a lot of time and keystrokes.

The first command is Edit. This simply enters you into the text-edit mode in which text is created.

Next is Tabs. When you hit "T", the top part of your text is shown with a scale across the top showing the current tabs and margins. Changes are made by simply typing over existing entries with the appropriate symbol (L,R,I, or J).

"F" for files allows you to work with your text file as a whole. To Load, Save, Delete, Print, Purge, or ShowDirectory. "PF" for print file is not what you'll get when you print out through the text formatter, it just prints a "hard copy" of the whole file, just as you see it on the screen. It doesn't print with any of the modifications made by the format commands (more on those later). "PF" is useful for making a fast copy of a long letter, or whatever, in order to check for errors without having to scroll back and forth or up and down. Purge simply erases the file from memory to prepare for a new entry. It is similar to the "NEW" command in BASIC.

Next is "L" for Lines. This allows you to work with whole lines or groups of lines by moving them to somewhere else in the text, copying to somewhere else and leaving the original intact, to delete groups of lines, or to quickly move the cursor to some line in the text with the ShowLines option.

Search (or "SH") gives you the option of either the FindString routine or the ReplaceString routine. FindString will move the cursor to the first and/or each successive use of the word string you give. ReplaceString searches the text for a given string and replaces all or one occurrence with the new string. This is great for correcting a repetitive spelling error.

RecoverEdit is a failsafe repair in case the text buffer was purged in either the File or Quit command. It will pull back everything but the first line and restore the file. I guess the loss of the first line is the penalty paid for accidentally erasing a file, which can't be done very easily.

Finally, Quit, as the name implies, blows it all apart and leaves you with the title frame. But before it goes, all open files are closed (such as to disk or printer) so no data is lost. Fortunately, it first gives you the option of saving your file (in case you forgot to do that already) or just purging the file and going back to the edit mode. But if you really want to quit, you type "E" for Exit and it shuts down.

Now let's go over the keyboard. TI-WRITER makes extensive use of the FCTN and CTRL keys and uses every possible function of the top line of keys (the numbers). There are also many functions that have duplicate methods of keystrokes to activate them. For instance, to enter the command mode, you either press FCTN 9 or CTRL C. The reason for this duplication is to allow you to choose which is easiest to use depending on where your fingers are at. The problem though, is that it can be very confusing trying to remember the fifty different key combinations that activate the thirty functions. A better method is to just pick which keys you're going to use for what function and ignore the rest. What I do is use the number line keys for anything shown on the overlay strip and just memorize the few functions hidden down in the keyboard. Let's start by going down the overlay strip, left to right.

```

*****
DOPS!      * CTRL 1 *      This can be a real lifesaver. It recovers, or "backs up
            *(CTRL 2)* a function that you didn't mean to hit. Like if you goofed
            *      * and hit "Delete Line" instead of "Insert Character", you
            *      * just hit "DOPS!" and the line comes back.
Del Char   * FCTN 1 *      This is the same as "DEL" in console BASIC. It deletes
            *(CTRL F)* one character under the cursor and pulls the rest of the
            *      * line up to fill.
Reformat   * CTRL 2 *      This is used to close up the text after using Insert
            *(CTRL R)* Character. It deletes all spaces between the cursor and the
            *      * next word in the text. Then it draws all subsequent words u
            *      * through the paragraph until it encounters a Carriage Return
Ins Char   * FCTN 2 *      In the Word Wrap mode (solid cursor), thirty two blank
            *(CTRL G)* characters are inserted after the cursor and the bulk of th
            *      * text is pushed down the line. After insertion of new text,
            *      * you hit Reformat and any remaining spaces are removed. In
            *      * the Fixed mode (hollow cursor), this operates the same as i
            *      * console BASIC.
Screen     * CTRL 3 *      This allows you to choose which of the five color
  Color    *      * combinations of text/screen you prefer. The default, for no
            *      * good reason, is white on dark blue. But I find this hard on
            *      * the eyes. I prefer to turn down the color on my monitor and
            *      * use either black on green or black on light blue.
Del Line   * FCTN 3 *      Deletes the entire line that the cursor is on, includir
            *(CTRL N)* the space of the line.
Next       * CTRL 4 *      This advances the cursor to the beginning of the
Paragraph  *(CTRL J)* following paragraph and puts the first line at the top of
            *      * the page.
Roll Down  * FCTN 4 *      This is called a "vertical block scroll", which means
            *      * that the next 24 lines of text are shown. This is handy for
            *      * scanning quickly down the text to get to some point.
Dupe Line  * CTRL 5 *      This creates an exact duplicate of the line the cursor
            *      * is on and places it directly below. Some have questioned
            *      * it's value in writing text, especially since the Move/Copy
            *      * function can do the same, but this key makes it faster and
            *      * easier to create repetitive lines such as a double row of
            *      * asterisks under a title.
Next       * FCTN 5 *      This is a "horizontal block scroll". It jumps across to
  Window   *      * display the next block of 40 characters, in increments of
            *      * 20. For example, the screen starts out on column one to
            *      * forty, then twenty to sixty, then forty to eighty.
Last       * CTRL 6 *      The opposite of "Next Paragraph"
Paragraph  *(CTRL H)*
Roll up    * FCTN 6 *      The opposite of "Roll Down"
            *(CTRL B)*
Word Tab   * CTRL 7 *      This moves the cursor down the line to the first letter
            *(CTRL W)* of each word.

```

Tab	* FCIN 7 *	Just like on a typewriter, this moves the cursor to next setting, defined using the Tab function on the command line.
New Paragraph*	* CTRL B *	This places a Carriage Return symbol at the end of the line you're on and skips down to the next line. If you have preset an auto-indent, (by using an "I" in Tabs) then it also indents over to the proper column.
Ins Line	* FCIN 8 *	Inserts a blank line above the line the cursor is on.
New Page	* CTRL 9 *	Inserts a blank line with a Np and Cr symbol at the beginning. This causes the printer to feed to the next page.
Command/ Escape	* FCIN 9 * * CTRL C *	This is how you exit from the edit mode to get to the command line and the functions above it. It also is used to cancel a command already in progress.
Word Wrap*	* CTRL 0 *	This switches from the "Word Wrap" mode to the "Fixed" mode. In Word Wrap, when you reach the end of the line the cursor jumps to the next line. If you're in the middle of a word at the end of the line, the whole word you were on moves down too. This allows you to just type continuously without looking up to see when to hit enter. In the fixed mode, when you reach the end of the line your letters just pile on top of each other and you hit enter to move to the next line.
Line Numbers	* FCIN 0 *	This removes or displays the four-digit line numbers at the left side of the screen. The numbers are used for reference when manipulating blocks or lines of text, just like when you're editing a BASIC program. You need line numbers to refer to where changes will be made.
Quit	* FCIN - *	Quit is the same as in console BASIC. Use Quit option of the Command line to safely exit TI-WRITER.
Back Tab	* CTRL I *	The same as Tab except it backs up one setting.
Beginning of line*	* CTRL U *	Moves the cursor to the beginning of the line you're on.
Del.End of Line*	* CTRL K *	This is just like Delete Character (FCIN 1), except it takes out everything to the right of the cursor.
Home Cursor	* CTRL L *	This moves the cursor to row 1, column 1, on the screen only. Unfortunately, it doesn't move to first line of text, which would be more convenient when you were at the a long document and wanted to jump to the top.
Left Mrgn Release*	* CTRL Y *	Allows you to temporarily back-arrow beyond the left margin when it has been set past zero.

\*\*\*\*\*

The last four key functions to mention are the cursor arrows: UP, DOWN, LEFT, & RIGHT. These stay the same as in console BASIC.

Now, if you're still following along you may be quite confused with this onslaught of information. The point is, you can't learn all of this in one sitting, but after using TI-WRITER for a while you start to pick things up as you need them. Rest assured, you do spend the majority of your time typing. The purpose of most of the functions I've mentioned are to manipulate the text which is already in the file. I have simply tried to cover all of this in order to bring something to your attention that you might have missed, or to peak your interest in the capability of the TI-WRITER software.

To review, in the command mode we can choose between Edit, Tabs, Files, Lines Search, RecoverEdit, or Quit. As sub-commands of those seven, we can choose Load File, Save File, Print File, Delete File, Purge, ShowDirectory, Move Lines, Copy Lines, Delete Lines, Showlines, FindString, ReplaceString, or Exit.

In part two, I will cover the Text Formatter and the Mail list sections of TI-WRITER.

## TIPS FROM THE TIGERCUB

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156 Collingwood Ave.  
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The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for just \$15.00 postpaid!

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Come on now, folks, don't you support your local schools? And don't you support those who support

you? There are thousands of schools which have TI-99/4A computers in the classroom, usually without disk drive and without Extended Basic. They could use some educational programs in Basic on cassette. They could probably use some of the public domain software in your library. Maybe they could use some of the educational programs I sell for just \$3 (and I authorize schools to copy them for use within the school). There is probably such a school in your area - is your group supporting it? In the last Tips, I asked the members of 101 users groups to give me the addresses of schools that had TIs, so I could send them a free catalog. How many addresses did I get? Zero to the power of zero times zero!

More on the pestiferous asterisk bug in TI-Writer. Dr. Guy-Stefan Romano has confirmed and explained it. If you are printing out of the Formatter mode and your text contains an asterisk followed by two or more numeric digits - the asterisk and two digits will disappear! For instance, A1256 becomes A6, and I've noticed that A6 in programs published in several newsletters recently.

The TI-Writer program misinterprets the asterisk and two digits as an instruction to input data from a "value file" (see Alternate Input on p. 111 of the manual).

The solution to this bug is to type two asterisks followed by two dummy digits, then the actual digits. For instance, instead of A1256 type A\*\*25256. Trouble is, the bug usually shows up in a program which has been LISled to disk and then

MERGED into TI-Writer, and is usually not noticed. The solution? Run the program through my 28-Column Converter (see Tips #18!).

Dr. Romano informs me that there is an even worse bug in the Transliterate command coding, erratic and sometimes destructive. It is triggered by certain sequences of characters, but these have not been documented.

Dr. Romano says that he does not use transliteration.

I would suggest that you also avoid the use of the & and @. The & will only underline a single word, unless you tie words together with the ^ sign. If you tie words together, the Fill and Adjust will leave gaping blanks in your lines and if you tie too many together the line will extend beyond the right margin! Also, the underlining is a broken line. It is better to use the escape codes CTRL U, FCTN R, CTRL U, SHIFT -, CTRL U, SHIFT A, CTRL U, which will give a solid underline until you turn it off with CTRL U, FCTN R, CTRL U, SHIFT -, CTRL U, SHIFT @, CTRL U.

The @ is handy to emphasize a single word, but if you want to double-strike a whole sentence or paragraph it is better to use the escape code CTRL U, FCTN R, CTRL U, SHIFT G, and turn it off again with CTRL U, FCTN R, CTRL U, SHIFT H.

The period bug is another killer - the Formatter thinks that any line which begins with a period is a formatter command, and deletes the whole line! If your text contains a decimal value such as .11 and the wraparound puts it at the beginning of a line, the

line disappears! There are two ways around this - put a 0 in front of all your decimals, as 0.11, or transliterate all your periods.

In all, the TI-Writer formatter is a temperamental and unpredictable piece of software, prone to unwanted line feeds and unexpected paper-wasting form feeds. I like to use it to right-justify text back to the disk, but from then on I prefer to print it out of the editor mode, or out of my own program.

Designing downloadable characters for the Gemini printer (see page 115 of the manual) is a bit tricky because it is hard to visualize how the expanded pattern will appear in print. The following program will enable you to experiment with designs, dump them directly to the printer for viewing, then save them as a file. When you later dump this file into printer RAM for use, you must activate the download characters with the escape code -

```
CHR$(27);CHR$(36);CHR$(1).
```

```
100 CALL CLEAR :: CALL SCREE
N(4):: CALL CHAR(128,"FFB1B1
B1B1B1FF",129,RPT$( "F",16)
):: CALL COLOR(13,2,16)
110 FOR R=9 TO 15 :: CALL HC
HAR(R,11,128,9):: NEXT R
120 I=1 :: FOR R=9 TO 15 ::
DISPLAY AT(R,7)SIZE(2):STR$(
I):: I=I+2 :: NEXT R :: FOR
C=9 TO 17 :: DISPLAY AT(8,C)
SIZE(1):STR$(C-8):: NEXT C
130 DISPLAY AT(2,9):"TIGERCUB'S" :: DISPLAY AT(4,1):"GEMINI CHARACTER DOWNLOADER" !p
programmed by Jim Peterson fo
r the Public Domain
140 DISPLAY AT(17,1):" Move
cursor with W,L,R,S,D,";"Z,X
and C keys. Toggle on;"and
off with @ key. Press;"Ent
er when finished." :: "Pres
```

```

any key
150 CALL KEY(0,K,ST):: IF ST
=0 THEN 130 :: CALL MCHAR(17
,1,32,224)
160 R=9 :: C=11 :: CH=128
170 CALL MCHAR(R,C,32):: CAL
L MCHAR(R,C,CH):: FOR D=1 TO
10 :: NEXT D :: CALL KEY(3,
K,ST):: IF ST=0 THEN 170
180 ON POS("UNWERDCXZS"CHR(
13),CHR(K),1)+1 GOTO 170,31
0,230,220,210,200,190,260,25
0,240,330
190 K=R+1
200 C=C+1 :: GOTO 270
210 C=C+1
220 R=R-1 :: GOTO 270
230 R=R-1
240 C=C-1 :: GOTO 270
250 C=C-1
260 R=R+1
270 R=R-(R(9)+(R)15):: C=C-1
C(11)+(C)19):: IF CH=128 THE
M 300 :: CALL MCHAR(R,C-1,6X
):: CALL MCHAR(R,C+1,6Z):: I
F (6X<>129)+(6Z<>129) THEN 30
0
280 DISPLAY AT(22,1)"You ca
n't have two in a row":horiz
ontally:" :: FOR D=1 TO 50
:: NEXT D :: DISPLAY AT(22,1
):: " "
290 CH=CH-1
300 CALL MCHAR(R,C,CH):: GUT
0 170
310 CH=CH+1+(CH=129)82 :: IF
CH=128 THEN 320 :: CALL MCH
AR(R,C-1,6X):: CALL MCHAR(R,
C+1,6Z):: IF (6X<>129)+(6Z<>
129) THEN 320 ELSE 280
320 CALL MCHAR(R,C,CH):: GUT
0 170
330 FOR C=11 TO 19 :: I=1 ::
FOR R=9 TO 15 :: CALL MCHAR
(R,C,b)
340 IF b=129 THEN A=A+1
350 I=I+2 :: NEXT R
360 FOR J=1 TO LEN(STR(A))
: CALL VCHAR(15+J,C,ASC(SEE6
(5)(K(A),J,1))):: NEXT J ::
M=M&CHR(A):: A=0 :: NEXT
C :: A=0
370 DISPLAY AT(20,1)"Print?
Y/N Y" :: ACCEPT AT(20,12)V
ALIDATE("YN")SIZE(-1):Q8 ::
IF Q8="N" THEN 470
380 IF F=1 THEN 390 :: F=1
: DISPLAY AT(20,1)"Printer
name?" :: ACCEPT AT(20,15):F
8 :: OPEN #1:P8

```

```

390 DISPLAY AT(20,1)"ASCII
to redefine?" :: ACCEPT AT(2
0,20)VALIDATE(DIGIT)SIZE(3)::
CH
400 DISPLAY AT(20,1)"Descen
der 10 or 11? 0" :: ACCEPT A
T(20,21)VALIDATE("01")SIZE(-
1):Q8 :: D=VAL(Q8)
410 M=CHR(27)&CHR(42)&CHR
6(1)&CHR(6)&CHR(13)&CHR(
420 PRINT #1:M8 :: PRINT #1:
CHR(27);CHR(36);CHR(11);
430 PRINT #1:RPTS(CHR(6),7
2):: PRINT #1:CHR(14);RPTS(
CHR(6),36)
440 DISPLAY AT(20,1)"Save (
Y/N)? Y" :: ACCEPT AT(20,13)
VALIDATE("YN")SIZE(-1):Q8 ::
IF Q8="N" THEN 470
450 IF F3=1 THEN 460 :: F3=1
:: DISPLAY AT(20,1)"File na
me? BSK" :: ACCEPT AT(20,14)
:F8 :: OPEN #2:"BSK"&F8
460 PRINT #2:M8
470 M8="" :: DISPLAY AT(20,1
)"Another (Y/N)? Y" :: ACCE
PT AT(20,16)VALIDATE("YN")SI
ZE(-1):Q8 :: IF Q8="Y" THEN
100
480 CLOSE #1 :: CLOSE #2 ::
END

```

Micropendium ran a contest to improve on a brief ingenious organ program. The winner was Michael Christenson, who wrote a superb program. You'll have to buy the January issue of the magazine to get it (you should be subscribing, anyhow!). I didn't enter the contest, of course, and my version is not nearly as good. But have fun -

```

90 CALL CLEAR
95 PRINT TAB(5)"MICROPENDIU
M ORGAN" :: "Play bass with left hand": "o
n left side of keyboard": "
melody on the right":
100 REM - MICROPENDIUM ORGAN
modified by Jim Peterson
110 OPTION BASE 0
120 DIM NOTE(20)
130 FOR A=0 TO 20
140 READ NOTE(A)
150 NEXT A

```

```

160 DATA 40000,220,247,262,2
94,330,349,392,440,494,523,5
87,659,698,784,880,988,1047,
1175,1319,1397
170 CALL KEY(1,K1,S)
180 CALL KEY(2,K2,S)
190 CALL SOUND(-1000,NOTE(K2
+1),0,NOTE(K2+1)81.01,5,NOTE
(K1+1)83.75-ABS(K1+1=0)81100
00,30,-4,0+ABS(K1+1=0)830)
200 GOTO 170

```

A sprite routine that doesn't do anything but look pretty. I call it Patches.

```

50 CALL CLEAR :: CALL SCREEN
(5)
100 A8=RPTS("AASS",16):: B8=
RPTS("F",64):: CALL MAGNIFY(
4):: RANDOMIZE
110 FOR CH=40 TO 136 STEP 8
:: CALL CHAR(CH,A8,CH+4,B8)
: NEXT CH
120 C=2 :: S=40 :: R=1 :: FO
R T=1 TO 24 STEP 2 :: COL=15
08RND+50 :: CALL SPRITE(T,S
,C,R,COL,#T+1,S+4,C+1,R,COL)
:: S=S+8 :: C=C+1 :: R=R+15
:: NEXT T
140 FOR T=1 TO 50 :: CALL CO
LOR(#INT(248RND+1),INT(168R
D+1)):: NEXT T :: GOTO 120

```

This is one that I fancied up, based on a sprite routine written by a youngster named Andrew Sorenson, published in the Sydney Newsdigest from Australia.

```

100 ! WILL O' WISP
by Jim Peterson
based on
Andrew Sorensen's
sprite routine
110 CALL CLEAR :: CALL SCREE
N(2):: CR=48
120 FOR CH=48 TO 63 :: FOR L
=1 TO 4 :: RANDOMIZE :: I=IN
T(168RND+1)82-1 :: I8=SEE6("
0018243C425A667E8199A5BDC3DB
E7FF",I,2):: B8=B8&I8 :: C8=
I8&C8 :: NEXT L :: CALL CHAR
(CH,B8&C8):: B8,C8="" :: NEX
T CH
130 FOR N=1 TO 28 :: CALL SP
RITE(#N,CR,INT(148RND+3),81N
+20,120,S,0):: NEXT N :: IF

```

```

CR=44 THEN CR=48 :: T=T+1+(T
=2)82 :: CALL MAGNIFY(T)
140 I=(INT(38RND)-1)84 :: Y=
(INT(38RND)-1)84
150 IF INT(108RND+10)<>10 TH
EN 170
160 CR=CR+1 :: GOTO 130
170 FOR N=1 TO 28 :: CALL MO
TION(#N,-Y820,1820):: NEXT N
:: GOTO 140

```

Here are a few more enhancements to my Menu Loader, published in Tips #15. Delete line 150 and add

```

101 OPTION BASE 1 :: DIM PG8
(127):: ON WARNING NEXT :: G
OTO 110
105 @,A,@,B,C,D,@,FLAG,I,J,K
,KD,KK,N8,NM,P8,PG8(),Q8,S,S
T,T8(),T,VT,X
CALL INIT :: CALL LOAD :: CA
LL LINK :: CALL PEEK :: CALL
KEY :: CALL SCREEN :: CALL
COLOR :: CALL CLEAR :: CALL
VCHAR :: CALL SOUND :: !OP-

```

The pre-scan will speed up run time by a worthwhile amount. The warning default will prevent a screen scroll on an erroneous Enter.

When you're finished printing strip labels, cut off the strip BEHIND the platen and roll it FORWARD! You'll waste a few labels that way, but if you try to roll backwards and get a queasy label stuck in the works, you've got trouble!

MEMORY FULL

Jim Peterson

the Tigercub



## HUG LIBRARY CATALOG ADDENDUM

April 1985

- 135 **BOXING88XB**, Joysticks & Speech Rqd. Two players select the number of rounds and performance of their boxers. Good game. 35 sectors
- 136 **METEORS88XB**, Joysticks Rqd. Game for one or two players. Try not to hit a meteor while moving your ship with the joystick. 14 sectors
- 137 **MINI CHESS88XB** The longer you play, the scarier your computer opponent becomes. How long can you play before the computer beats you? 38 sectors
- 138 **RAILWAYS88XB** Simulates a railway network. You control the switches to avoid accidents. Good graphics & sound. 36 sectors
- 139 **REAR ASSAULT88XB** Great graphics and sprite action! Destroy the alien ships, and watch out for the electro-magnet ships. Control your ship with the keyboard. 12 levels of skill. 24 sectors
- 140 **WANGWANG88TI-B** Another good version of the old favorite. 11 sectors
- 657 **IF I FELL88XB**, Speech Opt., Disk Rqd. Good rendition of the Beatles' tune by S. L. Varga. Words appear on the title screen as music plays. 54 sectors
- 658 **MR. BOJANGLES88XB** Another smooth tune by Bill Knecht with title screen. 20 sectors
- 659 **PEACE IN THE VALLEY88XB** Yet another smoothie by Bill Knecht with title screen. 20 sectors
- 761 **WALL-PAPER88XB** Creates continuously changing mosaic "wall-paper" designs on the screen. 18 sectors
- 762 **TEXAS CURSOR88XB** Use this short routine at the beginning of your program to change the cursor to Texas shape. 3 sectors
- 763 **MAZE MAKER88XB**, Disk & Printer Rqd. Generates a maze for you puzzle solvers. Will also run in TI-B if CALL FILES(1) is used. 21 sectors
- 764 **LINCOLN88TI-B**, TE2 & Speech Rqd. Terrific graphics! Honest Abe speaks the Gettysburg Address. This program could also be used as an educational aid. 42 sectors
- 940 **CHECKBOOK88XB**, Disk & Printer Rqd. Written by Pete Edgar, this program stores data to disk and supplies a printed record of your transactions. 26 sectors
- 941 **HUG 1985 MINUTES88B/V80** File, TI-Writer or E/A Rqd., Printer Opt. 1985 minutes of HUG meetings are updated monthly. Sectors will vary as the year progresses. Allow 1 disk
- 1129 **ANGLES88TI-B** Given the measures of an angle greater than 0 and less than 180, the program determines whether the angles are supplementary. 2 sectors
- 1130 **POLY ANGLES88TI-B** Given the measure of the vertex angle of an isosceles triangle, the program computes the measure of each base angle. 2 sectors
- 1131 **PRIME NUMBERS88TI-B**, Printer Opt. Generates & prints prime numbers on the screen and/or your printer. 7 sectors
- 1132 **CONE AREA88TI-B** Computes the lateral and total areas of a cone. 3 sectors
- 1133 **DICE88TI-B** Gives random numbers of 4, 6, 8, 10, 12, & 20 sided dice. 3 sectors
- 1392 **AUTO DIALER88XB**, RS232 & Hayes Smartmodem Rqd. This program uses a Hayes 300 Smartmodem to auto-dial telephone numbers for you. 23 sectors
- 1393 **SOURCE TIME88XB**, Disk & Printer Rqd. Keep track of your monthly expenses incurred while using "The Source" and similar commercial BBS's. 18 sectors
- 1394 **DISK CATALOGER88XB**, Disk Rqd. Unique disk cataloger provides screen display only of any disk configuration. 9 sectors
- 1395 **TRI CATALOGER88XB**, Disk & Printer Rqd. This program will print 3 disk catalogs side by side on the same page in condensed mode type if using the Epson or Gemini configured printers. 14 sectors
- 1396 **FILE FIXER88TI-B**, Disk Rqd. Converts INT/FIXED 196 mail list files to DIS/VAR 80 files. 4 sectors

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**OOPS AND OOPS AGAIN!**

They say the third time is a charm so here goes! Following are the correct listings for these two programs.

- 1385 **BEANHEADER88TI-B** A basic program for computing compass headings for pointing amateur radio communications antennas. Input of call sign, country, or city will give proper data if entered data is in the data statements. 29 sectors
- 1388 **MINIMUF88TI-B** This amateur radio program calculates and displays Maximum Usable Frequency (MUF) for each hour of a given day for a specified path between two points on the earth. 20 sectors

