



HUG

HOUSTON USERS' GROUP

DECEMBER
1986

MEETING SCHEDULE

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

HUG TIBBS - (713) 475-8909
24-hour BULLETIN BOARD

AT THE NEXT MEETING

SUNDAY, DECEMBER 7, 1986 2:00 P.M.

St. John's School - 2401 Claremont

There will be a business meeting to elect new officers for the coming year and to handle any other business as prescribed in Articles of Association. If you are unable to attend this meeting, there is an absentee ballot in this newsletter you can return to make your vote heard. See you then.

IN THIS ISSUE

TIPS FROM THE TIGERCUB REVIEW OF FUNLWRITER V 3.3

ABSENTEE BALLOT FOR ELECTION OF OFFICERS

LIBRARY UPDATE MEMBERSHIP RENEWAL FORM

1986 HUG OFFICERS

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TI HOUSTON USERS GROUP

TI-99/4A

MEMBERSHIP APPLICATION

Please fill out completely:

Date _____

NAME _____ AGE: 18 OR YOUNGER [] OVER 18 YEARS []
ADDRESS _____ CITY _____ STATE _____ ZIP _____
TELEPHONE: AREA CODE (____) DAY _____ EVENING _____

OCCUPATION _____
How did you hear about HUG? FRIEND [] BULLETIN BOARD [] NEWSPAPER []
DEALER [] OTHER _____

What computers do you own? TI-99/4A [] TI-99/4 [] OTHER _____
How long have you had your computer? _____

For what purposes do you use your computer? PERSONAL [] BUSINESS [] GAMES []
EDUCATION [] OTHER _____

Are you interested in programming? _____
If so, what languages can you now use? _____

What peripherals do you own? CASSETTE RECORDER [] DISK [] HOW MANY DRIVES []
MEMORY EXPANSION [] PRINTER [] BRAND/MODEL _____
MODEM [] RS-232 [] P-CODE [] SPEECH SYNTHESIZER []
OTHER _____

What software do you have? MULTIPLAN [] EDITOR/ASSEMBLER [] FORTH []
LOGO [] PLATO [] PASCAL [] EXTENDED BASIC []

Do you have a word processor? TI-WRITER [] OTHER _____
What Special Interest Groups (SIG'S) would you like to participate in?
(see letter) / _____ / _____ / _____

Can you help our organization? (HOLD OFFICE, WORK ON A COMMITTEE,
WRITE ARTICLES FOR THE NEWSLETTER, TEACH AT A SIG?)

Please indicate any specific interests or suggestions you have _____

Please enclose payment (Check or money order) - TO: "HOUSTON USERS GROUP"
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I agree to abide by the Constitution of the TI Houston User's Group during the term of my membership.

SIGNED _____ DATE ____/____/____
I wish to receive TI-99/4A related business mail: YES [] NO []

When complete, please mail to:
HOUSTON USERS GROUP
C/O DON LEWIS
5207 MOSSGREY LN.
SPRING, TX 77373

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FUNNEL WRITER
A PROGRAM FOR ALL SEASONS
Joe Nuvalini - Front Ranger U.G.

I recently recieved a exceptional Fairware disk from two gentlemen in the Hunter Valley 99 Users Group in New South Wales, Australia. Their names are Will and Tony McGovern and the disk contained version 3.3 of Funnelwriter which, according to an earlier letter I received from Tony, will be the definitive version of this program.

This is by far the most versatile program I have seen for the 99/4A. It allows you to use TI-Writer (TIW) and the Editor/Assembler (E/A) without their respective modules. The program auto-loads from Extended Basic (XB) and will also load from TI-Writer, the Editor/Assembler or the Mini-Memory module. The disk contains TI-Writer, the Editor/Assembler, Disk Manager 1000 VER 3.1 (a FREEMWARE program of the Ottawa User's group), a sector editor, and a forth loader. You can also load your assembly programs without the use of any modules except Extended Basic. To run the disk you need the console, 32K memory, and the disk controller and drive. It also helps to have a second drive and a printer.

There is a file called -READ-ME and six FDOC/ files that all should be printed using the TIW Formatter and - more important - read before you begin. When you're done with that then copy the Funlwriter disk so you have a working copy and put the back-up copy away in a safe place.

Before loading the program examine the LOAD program. Line 120 allows you to set the primary and alternate screen colors. Lines 130 and 140 set the default options for the PF option of the Editor (130) and the Formatter (140). Lines 160 through 190 allow you to enter the names of programs you want on the User's List option while lines 240 through 280 are LOAD commands for these options. You can set a value for K in Line 210 that will be the default for the drive number that appears on the screen with DSK. DO NOT RESEQUENCE the program or you will destroy the LOAD program. The FDOC/LOAD file explains how to set up the User's List options and the various methods of loading Funlwriter.

Now select a method and let's load the program. The first thing you'll see is the title screen followed by the first menu with three selections: TI-Writer, Edit/Assm, and User's List. We'll cover option three, User's List later on in this review. If you select option 1 or 2 you arrive at the central menu which has six selections. They are Editor, Formatter or Assembler, DM1000, Utility, Switch, and Reset. Selecting Switch

changes option 2 to Assembler, c-Compiler and back to Formatter so you can switch between these functions. I might mention here that the files C99B through C99E will load REL2 of the c-Compiler by Clint Pulley. It loads from this menu using files C99B through C99E. This is the preferred method of entry. It may also be loaded from the program file loader, discussed later by entering C99C at the filename prompt. You must have the rest of Clint Pulley's small-c files for this option to be of any use to the user. Pressing Reset places the current filename you have been working on into the mailbox so that if you leave TIW or E/A and go to another Funlwriter function, say DM1000, and then return to TIW, when you select Editor or Formatter, that filename will be there for you to load or print. After selecting Reset, the option six name changes to Quit, and pressing that option returns you to the Master Title Screen. We'll discuss option 4, Utility, after we finish our discussion of TIW and E/A.

If you select option TI-Writer from the first menu you then can select the Editor or Formatter from the central menu. The Editor functions like the TIW editor with the three following improvements:

1. If the loader can find a filename in the mailbox it writes it to the LF/SF buffer, which otherwise shows DSKx. when called up with x being the default disk drive set in the LOAD program.
2. The quit function remains disabled at all times while in the Editor.
3. The Show Directory (SD) function is an assembly routine that allows single key paging through the files. Fractured files are indicated by an asterisk after the file length.

The Formatter is the same as TIW with the following improvements:

1. There is now a Quick Directory (QD) function available at any menu in the program. To access it, enter FCTN 7 (AID). It operates the same as the SD function in the Editor. (Note: Pressing <=> causes the program to check and indicate the type of program files on the disk, i.e. Basic, XBasic, E/A. ed.)
2. The Formatter will automatically display the last file used when it can find one. If no name is present then DSKx. appears.
3. The FCTN 9 key sequence allows you to return to the Funlwriter central menu.

If you need to reload either the Editor or Formatter immediately after exiting, then they do not need to reload from disk.

If you select the Editor when Assembler or c-Compiler is in the second position of the central menu,

a modified version of the TIW Editor is loaded which is suitable for use as a source code Editor. Word wrap is disabled, E/A tab settings are set, and no final tab record is written to disk. To write a D/FB0 file to disk you use the PF option using `F dskx.filename` as described in the TIW manual. The Source Editor loads `CHAR2` which is slightly different than the `CHAR1` file that is loaded by the TIW Editor. This acts as a reminder to let you know which editor you are in.

The Assembler has some enhancements added. The filenames are visible on the screen while it is executing. You can use AID (FCTN 7) to give you QD allowing you to check the filename on the disk. If a filename is found in the mailbox it is written as the source code filename and the object code (filename) is the same name with the last two characters removed. Also R is automatically entered in the option field of the Assembler as (a) default value.

Utility, option 4 on the central menu, brings you an assortment of assembly file loaders called the Program Load Environment (PLE). This menu displays five options on the screen but has a total of 8 options, the last three of which are entered in the blind. Option 1 is for loading TIW utility files like Dragonslayer's Spellchecker. Option 2 sets up a GPL environment for loading other self-contained program image files while Option 3 is the E/A "RUN PROGRAM FILE" function. It should be noted here that the program file loaders will support cassette files by entering "CS1." (see E/A manual for more information on this function). Option 4 is the E/A "LOAD-RUN" function and handles object files, compressed or not, and even displays the def table so you don't have to remember the program name if it doesn't auto-start. Option 5 is RE-ENTER (1-3) and it allows immediate re-entry to a program without reloading it, assuming it is re-enterable. The invisible options (6,7,8) allow other object code loading options but in the interest of brevity I will not go into them here. Information on these options can be found in the FDOC-EASM file. Entering FCTN 9 from this menu returns you to the central menu.

Now we will discuss the User's List option, Option 3 on the first menu. This menu has 9 options. The first 8 options can be user-defined although the LOAD program comes set to run DM, the Myarc disk manager as option 6, Dpatch, the TI sector Editor DISKO as option 7, and a TI-Forth loader as option 8. Option 9 is BACK and it will return you to the Funlwriter title screen. This menu is set in the LOAD program, as are the loaders. You can run XB program or object files from this menu if the

corresponding files are placed on the Funlwriter disk. The XB program files are called by a `RUN "DSK1.filename"` statement. The E/A files are loaded using a `CALL LINK("UTIL",filename,K)` format. The numeric parameter K is the same (number) as would be entered from the PLE (option 4) discussed earlier, i.e., 3 for a E/A program file and 4 for an object code file. I find this part of the program particularly useful as you can put your favorite utility program on the Funlwriter disk and have them available. In addition to TIW and E/A, I have Masscopy, Fast Term, 4A/Talk, PRBASE, DM1000, DPatch, the TI-Forth loader, and a program called Recall, all available through Funlwriter. I should mention that I am using a double-sided disk to hold all of that. You will be somewhat restricted as to what you can put on a single sided disk with the Funlwriter files.

There are several other files supplied with Funlwriter that deserve mention here. FNSAVE utility is for use with E/A to allow SAVEing of any program loaded as an object file by Funlwriter into low memory. UPATCH is a patch that creates a file called UTIL1 once you have your screen color and printer default set in the LOAD program. UTIL1 is used to re-enter Funlwriter from several areas. APATCH file is used to modify the ASSM2 file from your original E/A disk to work with Funlwriter. The ASSM file created is 22 sectors long, 2 sectors longer than the original. It appears that the authors have already done this on the disk provided. FWRMM is for use with the Mini Memory module to load the UTIL1 file into high memory.

A word here about FAIRWARE.... Will and Tony have set no price for this program but merely say "I suggest only that you judge the program on it's own intrinsic merits, perhaps measuring its worth by how much you use it as compared to other 'fairware' or commercial programs that you use." I might suggest you do what our user's group, The Front Rangers, did. We collected donations from the members of our users group who wanted the program and sent one international money order from the club to the authors. Be sure to include two disks when ordering your copy unless you have double sided capability as the DOC files are over 200 sectors long. Also be sure to enclose a couple of dollars postage as mail to and from Australia is not cheap! This is truly a fine piece of software. Lets make sure the authors are adequately compensated for their work.

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For descriptions of these send a dollar for my catalog!

Answer to last month's challenge - for the longest possible one-liner, run the following "program to write a program" -

```
100 OPEN #1:"DSK1.LONG",VARIABLE 163,OUTPUT
110 FOR J=1 TO 79 :: M$=M$&CHR$(149)&CHR$(130):: NEXT J
:: M$=CHR$(254)&CHR$(254)&M$&CHR$(149)&CHR$(0):: PRINT #1:M$ :: PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1
```

Then enter NEW, then MERGE DSK1.LONG, then LIST - over

34 lines long! But that one doesn't do anything, so try this -

```
100 OPEN #1:"DSK1.LONG",VARIABLE 163,OUTPUT
110 FOR J=1 TO 52 :: M$=M$&CHR$(162)&"X"&CHR$(130):: NEXT J
:: M$=CHR$(254)&CHR$(254)&M$&CHR$(162)&"X"&CHR$(0):: PRINT #1:M$ :: PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1
Again enter NEW, and MERGE DSK1.LONG, then RUN. You'll get a message BREAKPOINT IN 32510 (don't ask me why! Can anyone tell me?) but just enter RUN again. Then LIST it - over 24 lines long!
```

Explanation? Programs are saved in token code similar to MERGE format code. The maximum length of a record is 163 bytes - which is why MERGE files are D/V 163. The token for RANDOMIZE is ASCII 149, for the double colon is 130. Repeating that 79 times takes only 158 bytes, plus one more RANDOMIZE, the two-byte tokenized line number and the mandatory ASCII 0 to end the record, totals 162.

Here's a spooky one for Hallowe'en -

```
100 CALL CLEAR :: CALL MAGNIFY(4):: CALL SCREEN(2) ! The Blob by Jim Peterson
110 CALL CHAR(96,RPT$("3C7EFFFFFFFF7E3C",4)):: J=-1
120 FOR L=1 TO 28 :: CALL SPRITE(#L,96,16,L*4+20,10,0,L+8):: NEXT L
130 FOR L=1 TO 28 :: CALL MOTION(#L,0,L*J):: NEXT L
140 J=J*-1 :: GOTO 130
```

Wes Johnston published an unusual sprite 2-liner in the Charleston Area 99ers newsletter. It is based on a CALL LOAD which freezes all sprite motion until they are turned loose by another CALL LOAD -

```
100 R=PI*2/28 :: CALL CLEAR
:: CALL SCREEN(2):: CALL INIT :: CALL LOAD(-31806,96):: FOR I=1 TO 28 :: CALL SPRITE(#I,46,16,96,128,COS(I*R)*10
```

```
,SIN(I*R)*10):: NEXT I
110 CALL LOAD(-31806,0):: GO TO 110
```

You might like to try adding my "jewels" to that -

```
100 FOR CH=33 TO 60 :: FOR A=1 TO 4 :: X=INT(8*RND+1):: T$=SE6$("18243C425A667E81",X*2-1,2):: A$=A$&T$ :: B$=T$&B$ :: NEXT A :: CALL CHAR(CH,A$&B$):: A$,B$="" :: NEXT CH
```

```
110 R=PI*2/28 :: CALL CLEAR
:: CALL SCREEN(2):: CALL INIT :: CALL LOAD(-31806,96):: FOR I=1 TO 28 :: CALL SPRITE(#I,32+I,INT(14*RND+3),96,128,COS(I*R)*10,SIN(I*R)*10):: NEXT I
120 CALL LOAD(-31806,0):: GO TO 120
```

Also try CALL MAGNIFY(2)

And, here is a companion program to the TAKE AWAY in Tips #35 -

```
100 CALL CLEAR :: CALL TITLE(5,"ADD & CARRY")!by Jim Peterson
110 DISPLAY AT(3,10):"COPYRIGHT":TAB(10);"TIGERCUB SOFTWARE":TAB(10);"FOR FREE":TAB(10);"DISTRIBUTION":TAB(11);"SALE PROHIBITED"
120 CALL PEEK(-28672,A0):: IF A0=0 THEN 160
130 DATA FINE,NO,GOOD,UH,RIGHT,TRY AGAIN,YES,THAT IS NOT RIGHT
140 FOR J=1 TO 4 :: READ RIGHT$(J),WRONG$(J):: NEXT J
150 FOR D=1 TO 1000 :: NEXT D :: CALL DELSPRITE(ALL)
160 CALL CLEAR :: CALL CHAR(95,"FFFF"):: CALL MAGNIFY(2) :: RANDOMIZE :: CALL SCREEN(14):: FOR SET=5 TO 8 :: CALL COLOR(SET,16,1):: NEXT SET
170 CALL CHAR(120,"E700420018007E0000E700420099423CE700420099423CE00E7004218003C4200")
180 CALL CHAR(124,"0E0040100070007000200000E01000")
190 DISPLAY AT(3,8):"ADD AND CARRY" :: CALL CHAMELEON
200 CALL COLOR(14,2,2):: CALL HCHAR(4,4,143,2):: CALL HCHAR(5,4,143,2):: CALL SPRITE(#25,120,11,25,25)
```



```

210 T=T+1 :: IF T=6 THEN T=0
:: GOTO 250
220 Z=INT(8*RND+2):: IF Z=22
THEN 220 ELSE Z=Z
230 Y=INT(Z*RND):: IF Y=Y2 T
HEN 230 ELSE Y2=Y :: X=Z-Y
240 N=1 :: GOSUB 470 :: GOTO
210
250 T=T+1 :: IF T=11 THEN T=
0 :: GOTO 290
260 X=INT(10*RND):: IF X=X2
THEN 260 ELSE X2=X
270 Y=INT(10*RND):: IF Y=Y2
OR X+Y<10 THEN 260 ELSE Y2=Y
:: Z=X+Y
280 N=1 :: GOSUB 470 :: GOTO
250
290 T=T+1 :: IF T=11 THEN T=
0 :: GOTO 330
300 X=INT(90*RND+10):: IF X=
X2 THEN 300 ELSE X2=X
310 Y=INT(90*RND+10):: IF Y=
Y2 THEN 310 ELSE Y2=Y :: Z=X
+Y
320 N=2 :: GOSUB 470 :: GOTO
290
330 X=INT(900*RND+100):: IF
X=X2 THEN 330 ELSE X2=X
340 Y=INT(900*RND+100):: IF
Y=Y2 THEN 340 ELSE Y2=Y :: Z
=X+Y
350 N=3 :: GOSUB 470 :: GOTO
330
360 R=96 :: CC=96 :: FOR J=1
TO N :: CALL SPRITE(#J,48+A
(J),11,R,CC):: CC=CC+16 :: N
EXT J
370 R=116 :: CC=96 :: FOR J=
1 TO N :: CALL SPRITE(#4+J,4
8+B(J),11,R,CC):: CC=CC+16 :
: NEXT J
380 CALL HCHAR(18,12,95,N#3)
:: CC=CC-16 :: CALL SPRITE(#
22,43,16,R,80):: RETURN
390 R=140 :: FOR J=LEN(STR$(
Z))TO 1 STEP -1 :: CALL SPRI
TE(#20,63,11,R,CC)
400 CALL KEY(3,K,ST):: IF ST
<1 OR K<48 OR K>57 THEN CALL
PATTERN(#20,32):: CALL PATT
ERN(#20,63):: GOTO 400
410 CALL DELSPRITE(#20):: CA
LL SPRITE(#12+J,K,11,R,CC)
420 IF K-48<>C(J) THEN GOSUB
480 :: CALL DELSPRITE(#12+J)
:: CALL SPRITE(#20,63,11,R,C
C):: GOTO 400
430 IF A(J-W)+B(J-W)>9 THEN
CALL SPRITE(#28,49,16,80,CC-
16)
440 CC=CC-16 :: NEXT J :: 60
SUB 510 :: RETURN
450 FOR J=1 TO LEN(STR$(X)):
: :: A(J)=VAL(SEG$(STR$(X),J
,1)):: NEXT J :: FOR J=1 TO
LEN(STR$(Y)): B(J)=VAL(SEG$(
STR$(Y),J,1)):: NEXT J
460 FOR J=1 TO LEN(STR$(Z)):
: C(J)=VAL(SEG$(STR$(Z),J,1)
):: NEXT J :: W=LEN(STR$(Z))
-LEN(STR$(X)):: RETURN
470 GOSUB 450 :: GOSUB 360 :
: GOSUB 390 :: FOR D=1 TO 20
0 :: NEXT D :: CALL DELSPRIT
E(ALL):: DISPLAY AT(18,1)::
CALL CHAMELEON :: CALL SPRIT
E(#25,120,11,25,25):: RETURN
480 DATA 123,124,125,123,124
,125,123,120
490 IF A0=0 THEN 500 :: CALL
SAY(WRONG$(INT(4*RND+1)))
500 RESTORE 480 :: FOR JJ=1
TO 8 :: READ P :: CALL PATTE
RN(#25,P):: XX=2^250 :: NEXT
JJ :: RETURN
510 DATA 121,122,121,122,121
,122
520 IF A0=0 THEN 530 :: CALL
SAY(RIGHT$(INT(4*RND+1)))
530 RESTORE 510 :: FOR JJ=1
TO 6 :: READ P :: CALL PATTE
RN(#25,P):: XX=2^250 :: NEXT
JJ :: RETURN
540 SUB CHAMELEON
550 M$="1800665AC342DB667E1B
8100995AC3A5E78142BD24DB6600
81429924007E5AC3A53C241800FF
DB5AFF7EFF0099180100660018"
560 RANDOMIZE :: CALL CHAR(1
28,SEG$(M$,INT(43*RND+1)*2-1
,16)):: X=INT(14*RND+3)
570 Y=INT(14*RND+3):: IF Y=X
THEN 570 :: CALL COLOR(13,X
,Y)
580 CALL HCHAR(1,2,128,30)::
CALL HCHAR(24,2,128,30):: C
ALL VCHAR(1,31,128,96):: SUB
END
590 SUB CHAMWIPE
600 T=T+1+(T=2)*2 :: ON T 60
TO 610,620
610 CALL VCHAR(1,3,128,768):
: GOTO 630
620 CALL HCHAR(1,1,128,768)
630 CALL CLEAR :: SUBEND
640 SUB TITLE(S,T$)
650 CALL SCREEN(S):: L=LEN(T
$):: CALL MAGNIFY(2)
660 FOR J=1 TO L :: CALL SPR
ITE(#J,ASC(SEG$(T$,J,1)),J+1
-(J+1=5)+(J+1=5+13)+(J>14)*1
3,J*(170/L),10+J*(200/L))::
NEXT J
670 SUBEND

A mathematical curiosity -
100 !MAGIC NINES by Jim Pete
rson
110 CALL CLEAR
120 INPUT "TYPE ANY 3-DIGIT
NUMBER OF 3 DIFFERENT DIGITS
":N :: IF N<>INT(N)OR N>999
OR N<0 THEN 120
130 N$=STR$(N):: IF N<100 TH
EN N$="0"&N$
140 IF SEG$(N$,1,1)=SEG$(N$,
2,1)OR SEG$(N$,1,1)=SEG$(N$,
3,1)OR SEG$(N$,2,1)=SEG$(N$,
3,1) THEN PRINT ">>>THREE DIF
FERENT DIGITS<<," :: GOTO 12
0
150 PRINT :: N2$="" :: FOR J
=1 TO 3 :: N2$=SEG$(N$,J,1)&
N2$ :: NEXT J :: N2=VAL(N2$)
:: D=ABS(N-N2)
160 PRINT N$;" BACKWARDS IS
";N2$:
170 N3=ABS(N-N2):: N3$=STR$(
N3):: IF N3<100 THEN N3$="0"
&N3$
180 IF N>N2 THEN PRINT N$;"
MINUS ";N2$;" EQUALS ";N3$:
ELSE PRINT N2$;" MINUS ";N$
;" EQUALS ";N3$:
190 FOR J=1 TO 3 :: N4$=SEG$(
N3$,J,1)&N4$ :: NEXT J
200 PRINT N3$;" BACKWARDS IS
";N4$: "N3$;" PLUS ";N4$;"
IS 1089": "I KNEW THAT WOUL
D BE THE": "ANSWER!": "LIS
T THE PROGRAM AND SEE!"
210 !!!!!!!!!!!!!!!!!!!!!!!
220 ! THE ANSWER WILL BE !
230 ! 1089 !
240 !!!!!!!!!!!!!!!!!!!!!!!

100 DISPLAY AT(8,10)ERASE AL
L:"SHENANDOAH": : : " Across
the wide Missouri": : : :
: : : : "programmed by
Jim Peterson"
110 FOR D=1 TO 1000 :: NEXT
D :: CALL CLEAR :: DIM S(24)
:: RANDOMIZE :: M$="4218005A
007E9981005A24DBC31B24243C5A
7EA56618003CDB66BD3CA542187E
5AC324425A18A51866810081187E
423CBDDBC3" :: R=1
120 FOR CH=40 TO 136 STEP 8
130 CALL CHAR(CH,SEG$(M$,INT
(43*RND+1)*2-1,16)):: CALL H
CHAR(R,1,CH,64):: R=R+2*ABS(
R<23)
140 NEXT CH :: R=0 :: FOR SE
T=2 TO 14 :: X=INT(14*RND+2)
150 Y=INT(14*RND+2):: IF Y=X
THEN 150
160 CALL COLOR(SET,X,Y)
170 NEXT SET :: CALL CLEAR :
: CALL COLOR(1,5,5):: CALL V
CHAR(1,29,1,192):: CALL SCRE
EN(16):: F=262 :: FOR N=0 TO
23 :: S(N)=INT(F*1.05946309
4^N):: CALL SOUND(-999,S(N),
0)
180 NEXT N
190 DATA 2,1,1,1,6,1,1,1,6,2
,6,1,1,1,6,1,8,8,1,10,10,1,1
1,11,1,15,6,3,13,6,2,13,11
200 DATA 1,18,10,1,17,17,4,1
5,11,1,11,15,1,13,13,1,15,11
,1,13,13,1,10,10,3,13,10
210 DATA 2,13,13,2,13,10,1,1
5,10,1,10,15,2,15,15,1,15,10
,1,10,10,1,13,13,1,10,10
220 DATA 1,8,3,3,6,3,2,6,6,2
,8,8,4,10,1,1,10,6,1,6,6,1,1
0,10,1,15,15
230 DATA 2,13,1,2,13,5,2,13,
10
240 DATA 1,6,6,1,8,8,6,10,6,
2,3,3,2,8,5,1,8,1,3,6,1,7,6,
1
250 A=1 :: B=1 :: E=5
260 FOR J=1 TO 144 STEP 3 ::
CALL HCHAR(A,E,32,T#4):: CA
LL HCHAR(A+1,E,32,T#4):: CAL
L HCHAR(B,E,32,T#4):: CALL H
CHAR(B+1,E,32,T#4):: READ T,
A,B :: E=17-T#2
270 CALL HCHAR(A,E,32+INT((A
+1)/2)*8,T#4):: CALL HCHAR(A
+1,E,32+INT((A+1)/2)*8,T#4):
: CALL HCHAR(B,E,32+INT((B+1
)/2)*8,T#4)
280 CALL HCHAR(B+1,E,32+INT(
(B+1)/2)*8,T#4):: FOR D=1 TO
T :: CALL SOUND(-999,S(A),0
,S(B),7)
290 NEXT D
300 NEXT J :: LL=0 :: FOR SE
T=2 TO 14 :: X=INT(15*RND+2)
310 Y=INT(15*RND+2):: IF Y=X
THEN 310
320 CALL COLOR(SET,X,Y):: CA
LL SOUND(-999,S(6),LL,S(1),L
L):: LL=LL+2
330 NEXT SET :: RESTORE :: 6
OTO 260
>>>>>>>MEMORY FULL<<<<<<<<<<

```


ABSENTEE BALLOT FOR ELECTION OF OFFICERS

HOUSTON USERS GROUP

DECEMBER 1986

The Annual Meeting of Houston Users Group will be held on Sunday December 7, 1986 at St. John's School, for the purpose of electing officers and other business as prescribed in our Articles of Association.

The following members have volunteered to serve in the offices listed below:

PRESIDENT LARRY PIPKIN []

BOB MC CARTHY []

[]

~~~~~  
VICE PRESIDENT--MEMBERSHIP FRANK REIDY [ ]

[ ]

~~~~~  
VICE PRESIDENT--PROGRAM BOB FLOYD []

[]

~~~~~  
VICE PRESIDENT--SIG EWELL BRIGHAM [ ]

[ ]

~~~~~  
EXECUTIVE ASSISTANT TOM JAY []

~~~~~  
SECRETARY TERRY LE FEBRE [ ]

[ ]

~~~~~  
TREASURER RUTH/SANDY HERMAN []

[]

~~~~~  
LIBRARIAN LARRY PIPKIN [ ]

[ ]

~~~~~  
TIBBS BULLETIN BOARD SYS-OP BILL KNECHT []

[]

~~~~~  
NEWSLETTER EDITOR KIM PETERSON [ ]

(CO-EDITORS)

SCOTT MEDBURY [ ]

[ ]

~~~~~  
If you are not going to be able to attend the meeting please send in your vote to address on back of this ballot. Space has been left for write-in votes.

FOLD HERE

Richard Lumpkin
10910 High Knob Dr
Houston Tx 77065

HUG LIBRARY CATALOG ADDENDUM
November 1986

0205 N C S U ADVENTUREXB**

This is an adventure game written by Bill Miller and R.C. Dennis which takes you around the campus of North Carolina State University. Fun game !! 62 sectors

0206 BALLOON VOYAGE 2XB**

This is a challenging game that pits you against the elements. The object of the game is to climb over the tops of several tall buildings, avoid the flying birds, and land safely on the other side. 54 sectors

0207 BACKGAMMONXB**

A very good version of the popular board game. Submitted by Ronnie Smith. 40 sectors

0208 WARSHIPEA/5**

A great version of "Battleship" for 2 players. Written by Gary Csika. 18 sectors

3054 LANGUAGE DEMOTEII Speech Synthesizer req.**

This program will let your computer speak in 5 different languages. 8 sectors

3055 STORMXB Printer optional**

A program that will plot the hurricane paths of the Galveston storm of 1900 and of Hurricane Agnes. Can be dumped to your printer. 75 sectors

4215 VECTOR BASEXB Printer optional.**

A fine program written by Jimmy Bunn. An Extended Basic data base program that will allow you to maintain mailing, lists, inventories, etc. 108 sectors

4216 VECTOR CALCXB Printer optional**

Another fine program by Jimmy Bunn. This Extended Basic program is a spreadsheet for keeping track of payroll, accounts receivables, bills, etc. 102 sectors

4217 GRAM KRACKER CATALOGERREQUIRES GRAM KRACKER**

CATLUE V 1.0 is a Trialware program from Marty Kroll. This program helps you keep track of disks and files used with your GRAM KRACKER. 225 sectors

4218 TI WRITER UTILITIESXB AND TI-WRITER**

A disk from Ewell Brigham that has many programs that will be helpful to the members who use TI-Writer. Comes with several formatters, multi-column program, and other utilities. Comes with complete documentation. 307 sectors

4219 LABELERXB**

This program comes to us from Brazos Valley 99'ers in Waco. This program will allow you to print labels up to 6 lines long. 12 sectors

5249 JAZZER ALICEXB Joysticks req**

A cute version of Alice's Restaurant that allows you to play the melody with a joystick. Programmed by Joseph Brown. 11 sectors



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