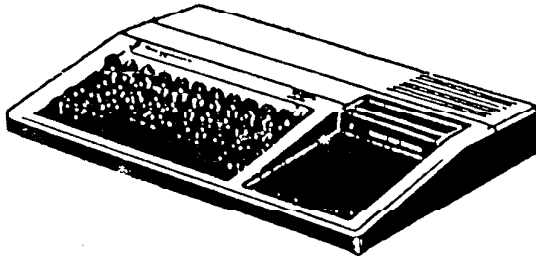


HOUSTON USERS GROUP



AUGUST

1988

HUG TIBBS - 24-hour BULLETIN BOARD
(713) 781-4844 300/1200 bps

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

The Houston Users Group is organized to promote the use of the TI-99/4A Home Computer and the Geneve. We invite persons of similar interest to meet with us. HUG is not affiliated with TEXAS INSTRUMENTS, INC.

AT THE NEXT MEETING

SUNDAY, Sept 11, 1988 2:00 P.M.
or SUNDAY, Oct. 2, 1988, 2:00 P.M.
St. John's School - 2401 Claremont

AGENDA for SEPT MEETING: Yes, we will have a meeting, but I missed contacting Mike, and therefore do not know what will be going on!

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	TI-Writer TIPS from Bob Seddon, Part Three
	PLUS! Release Info, from Jack Sughrue
	August Library Update
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Other	Editors.Echoes Meeting and Member Info
Departments:	HUG Classifieds Other News and Info

1988 HUG OFFICERS

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Program/VP -- MIKE CONNELL .. 367-1047	Nwsltr Libr KIM PETERSON .. 498-3047
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Exec Asst --- TOM JAY 850-0222	Editor ---- RICHARD LUMPKIN. 469-5089

THIS NEWSLETTER IS PUBLISHED MONTHLY BY THE HOUSTON USERS' GROUP, aka "HUG". ANY OPINIONS OR ENDORSEMENTS EXPRESSED IN ARTICLES ARE THOSE OF THE INDIVIDUAL AUTHORS AND ARE NOT NECESSARILY THOSE OF THE HOUSTON USERS GROUP, ITS OFFICERS, OR ITS MEMBERS. REFERENCE TO A PRODUCT OR COMPANY IS NOT AN ENDORSEMENT OF THAT ITEM.

EDITORS.ECHOES

Once again, the newsletter is late, due to other obligations on my part (like working a lot in July and being really lazy in August). So it will probably wind up being a "double" mailing for August and September. Worse yet, I STILL haven't been able to get through the new configure program for FWB 4.1, and so don't feel competent to comment on its features. Several other items of importance DO need attention, though:

Sad news to report from here in Houston. Bill Knecht, who had been ill for some months, passed away on July 9, 1988. His loss is felt by all of us; we have lost not only a fellow user of the 4A, but a truly generous and concerned friend. There are many nation-wide who knew him through his Music Disks and prior service as Sysop on the HUG TIBBS. Those of us who had the opportunity to know him personally will miss him for his quick wit and friendly interest in so many aspects of life, in which he participated fully. He was a former president of the Houston Users Group, and also of the Jaycees, an avid square dancer and caller, charter member of Bayshore Baptist Church, and accomplished musician, on and off the computer.

Bill also was a willing supporter and answerer of questions for many of us "beginners" at the 99/4A, and a source of inspiration and ideas to enhance the power and usability of the TI-99 in so many areas of programming. He will be missed by all of us, both by his wife and immediate family, and also by his extended family throughout the 99/4A community. His art will live on in his legacy to us--the many excellent music and other programs he wrote and which we will continue to use and enjoy.

TI-CARES lines still work, now answered either in Richardson or Lubbock (Texas, natch'erly, where else!); they can still answer questions on most 99/4A areas of interest, but do not have as many people on staff with programming or development experience. 1-800-842-2737. We are approaching the fifth anniversary of "Black Friday", and as of next March 31, TX Instr. will not be obligated to continue support for the 99/4A, either in parts or service, although they have indicated that they will continue to do so as long as it is "economically feasible". Which might be 6 days, 6 months or 6 years! Presently we enjoy a level of support that can be described only as amazingly good, for a "dropped" product, via a combined operation with the Calculator Repair Service, but things do change, corporately, and so the best bet is if you need or MIGHT need something, better get it this year! Jeffrey Crump heads TI-CARES. Other Numbers:

- 1-806-747-1882 General Info
- 1-806-741-2663 Technical Assistance
- 1-806-741-2265 Dealer Parts (repair parts
or -2268 for the 99 series equipment.)
- 1-214-680-5082 Semi-conductor parts (Not for 4A)

Recap of July Meeting: July 10, 1988. Meeting was held at St. John's--normal old business and reports; card and flowers for family of Bill Knecht were arranged for.

Recap, cont.: Main Topic was of program run speed enhancement via the various Pre-scanning utilities, by Jim Uzzell, including PRE-SCAN-IT, which is available through our library. The concept of pre-scanning by the computer, prior to beginning to RUN the program steps, was explained, and the advantages in reducing the area of program scanned were demonstrated. The utilities for accomplishing this reduction were described. Thanks to Jim for introducing us to another way to improve our programming efforts.

Further discussion of other items which would be good demonstration topics ensued, with demo's of most-requested library programs mentioned. New member introduced: Howard Aden, of Baytown Texas. Adjourned.

Recap of Board Meeting of July 26, 1988: Discussion of notice by St. John's that the school auditorium would no longer be available after December, and of possible new meeting locations. Decided to seek a location in Loop/Galleria side of town, and will let members canvass for possible locations also. Discussed need to contact prospective members via newspapers or advertising if necessary, also bulletin board cards as a possibility.///

Recap of HUG meeting of August 14, 1988: Old business and reports. It was noted that a contribution in memory of Bill Knecht was made to the American Cancer Society by HUG. Topic for the meeting demo was the FORTI Music Card, and an entertaining "5 channel" series of musical compositions was played by Doug Hood, using the card he purchased at the Dallas FLUG TI Faire. Sounded great, Doug; when you get three more boom boxes are you going to bring it back so we can hear all twelve channels at once? Mr. Gatti's would flip! Or it might just be considered part of the normal noise level in that teen-age playce!

I am going to get together a set of REPRINTS of hardware tips, schematics and articles for projects, and other info sheets of the type which might be useful, but not necessarily amenable to printing in the N/L. These will be available as re-prints, through my address (on the back of the HUG News) at a nominal charge to cover costs: \$.50 plus a self-addr. stamped envelope (or \$.75 and I will provide the envelope), for up to five pages of your choice of info sheets. Obviously not a big money-maker for HUG, but a way to make info available without having to dedicate a page (or several) in the N/L for something that maybe only a few people would find interesting. Examples: 32k in the console plans; 32k on the 16-bit bus; wiring layout for parallel printer/modem cables....

One thing I will note: three (un-used!) 25-cent stamps with a note for the items desired will be just fine with me. A list will be either in the August or Sept issue.

I am also going to keep a list of INFO SOURCES for some other compilations of TIPS, etc, or other "send away" sources of items, and run it every month or two, since one of the biggest services Newsletters can provide for users now is "where to find it or get it" information.

>>> Authors/Developers of articles, project plans, etc, if you want me to include your items in the "REPRINTS" group, send me a good, reproducible copy of your items. This is for any items which would normally be available for inclusion in newsletters, especially hardware articles or drawings not available in DV-80 files form. On the other hand, if you have an informational set of TIPS, or other "Notebook" type info which you are distributing yourself, let me know what it is and where/how to order, and I will include you in the list of "INFO SOURCES". This would include notices or press releases for market items, if they are of informational value to the TI community.

NOTICE: Hardware hackers, if you know WHAT CHIPS (GROM and otherwise) and what BOARDS are used in any modules, and have a list, I would like to have a copy. I have always written down the "internals" info for each module I have looked into, and think there were only about 3 or 4 board types used, but I have some GROMS for "Pseudo-modules" and don't know if there were ROM chips involved in those modules or not.
R. Lumpkin; 10910 High Knob Dr.; Houston TX 77065.///

NOTICE: Newsletter Exchange Groups: We NEED to know if you are receiving our N/L, and if you wish to continue to receive it, and if you will reciprocate or what?!!!! Also, I would like the following info if you would postcard it to me:

1. Name of group and "handle" or acronym;
2. Name of Editor and address/phone # (usu. on N/L);
3. Name of President and address/phone # w/area code; (or other alt. officer if Editor and Pres. are same)
4. Circulation (members and exchanges separately);
5. Are you sending us a Newsletter (regularly)
6. ANY 1988 ISSUES of HUG N/L you did not receive;
7. Are you participating in the Johnson Space Center United Data Base?

1) All but the last three items are ON the front or back of MANY of the Newsletters, and SHOULD be on all of them. We sometimes would like to contact other groups and have only the newsletter address, and sometimes it is out of date!

2) We do not know how reliable the bulk mailings have been during 1988. We DO know they will NOT forward to an address change! So the dead letter office may be one of our major "Users"--we just don't know in some cases, as we are only receiving back about 1/2 the "Exchanges" we are sending out (but quite regularly from that 1/2), and postcards sent out to others have mostly not been returned! We don't mind sending a N/L to groups which cannot produce one in return, but we DO need to know that SOMEONE is GETTING the ones we spend our money on!!!!!!!!!!!! Take the time to send me some kind of answer PLEASE, ESPECIALLY if you have not been sending us an exchange lately:

// R. Lumpkin; 10910 High Knob Drive; Houston TX 77065 //
(if you are sending exchanges to Kim Peterson at Bafing address, that is just fine--please send THIS response to me)
Thanks, rt1/8/88.

Handwritten notes:
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Did anyone notice that all the pages in the JULY newsletter were footed with "June 1988"? Or was this just considered a typical production flame-out by "flying fingers", aka

'the lump'

Two upcoming TI events worth noting on your calendars: The 6th Annual TI Faire by the Chicago TI Users Group will be held on Saturday, November 12, 1988, in Rolling Meadows, Illinois. Events planned include seminars every hour, exhibits by virtually all suppliers, and lots of social mixers, dinners, etc. They are big enough and confident enough to seize the Holiday Inn and call it a Faire/Convention this year, so it should be bigger and better than ever. Details: Contact:

Marcy Brun, Faire Manager
Chicago TI Users Group
P.O. Box 578341
Chicago, IL. 60657 1-312-755-0051

This is being held in conjunction with the Milwaukee TI-Faire the following day, Sunday Nov. 13, 1988. The contact info for which is:

Milwaukee Area TI-Faire
Mr. Gene Hitz
4122 Glenway
Wauwatosa, Wisconsin 53222 1-414-535-0133

This Faire is being jointly sponsored by the Milwaukee Area 99/4A Users' Group and the Wisconsin 99er Computer Council.

The other event to plan for is the 1989 Fest-West, to be held at San Diego on Feb. 18 and Feb 19, 1989. It is being sponsored by the Southern California Computer Group and the TI-SIG of the San Diego Computer Society. For info:

W.A. Wilson
5311 Kalmia Street
San Diego, California 92105 1-619-264-6515

Going to leave you with some recommended sources of information on your computer and the best use thereof: I have each of these and am not disappointed by any of them.

TI-Writer Manual Re-write, by Dick Altman; 1053 Schrader Street; San Francisco CA 94117---\$5.00 // good TI-Writer introduction and instruction, to get past the difficulties of trying to use the original "Manual".

99 Tips for the 99/4A, by John Hamilton, (Central Iowa US), Box 3043; Des Moines, Iowa 50316---\$4.50 // 25 pages of good programming hints and other general information on better and easier use of the 99/4A. Well worth the money in the time that can be saved by not having to learn all the little lessons the hard way!;

The Writers, by Harry Brashear; (Western NY 99ers); 2753 Main Street, Newfane, NY 14108---\$3.00 // IF you have no TI-Writer "Great Blue Manual" get this small booklet instead. It takes you through virtually ALL functions of TI Writer, Funnelweb Writer portion, and some of the other "writers" (BA-Writer, etc) and much more understandably. Only complaint I have is the print is too small, so try running it through a friendly copy shop's enlarging copy machine.

Handy TI-99/4A Reference Guide, compiled by the Los Angeles US.; Fred Moore, Librarian; 7730 Emerson Avenue; Los Angeles, CA 90045; \$3.00---Lots of handy info you could get from other places, but it would cost the same to copy it and weeks to figure out where to find it anyway. Well worth it, and should be in with everyone's TI Ext.Basic Manual.

-----end Ed.Echos 8/88...rt1//

BITS and BITES: Console Power Supplies:

OK, already. I keep seeing "information" on the switching power supplies for the TI console, so I will throw in my five cents worth. In the first place, there were three models of power supply produced for the TI 99/4 and 99/4A consoles, and (possibly) for the 99/8. The most common one, and the ONLY one (apparently) which ever was supplied in the consoles for domestic (USA) use, was the "hot" one with the "L-shaped" heat sink for the 78M12 (+12v regulator). Typical Board or part No.s were "4A PS"; "1049689-2 or -3". It used a LM323 regulator for the -5 volts, derived from the "extra" wire (black, pin 4) from the transformer. The +5 volt section is a simple "series-pass" design using a TIP31 transistor. These units generated approx. 4 watts of heat on the 12 volt regulator, and approx. 8 watts on the +5 volt transistor (approx. 10 watts with Ext.Basic module operating due to 125 ma. current draw of the module). The console typically draws 550 ma, 125 ma for X-Basic, and 100 ma for speech, for a total of 3/4 amp+. With 1/2 watt inside the X-Basic module, and 14 watts cooking below it, and very little ventilation except PAST the module, temperatures of 50 F. above ambient were attainable, or 125+ F. in a 75 F. room. THIS = Lockups.

TI was possibly aware of this, and in March of 1983 a Japanese PS was started, by I. T. Kogyo Co, using the TI 7812 chip, the TIP31 xstor, and a pair of NEC UPC494c chips; one to regulate the -5 volts and one to regulate the transistor as a switching device, thus lowering the heat output of the power supply from about 14 watts to around 7 watts. These power supplies were produced in two versions: Board# 1053201 was used up to May 1983, with Serial numbers as high as approx. "A 25000", so apparently 15 to 20 thousand per month were being made. In May 1983 this circuit was "revised" to model# 1053214-2, to remove the LED pilot and resistor R-6 (300 ohms) for the pilot. Guess what also happened in May 1983? The black and silver console was replaced by the Biege console 4A, the very same motherboard was used but NO PILOT LED. It is obvious that TI commissioned this KOGYO PS for the 4A (and probably had it in mind for the 99/8 also) from the exact mounting holes and plugs matching to the TI PS in the consoles. These power supplies are identifiable also by the large number of vertical capacitors, bright red and black, and the two vertical "w-w" shaped aluminum heat sinks. [DONT short these two bare metal heat sinks together--one is grounded, and the other is at +23volts direct from the rectifier! Instant death to the diodes!!!! (and the PS)]

The KOGYO was manufactured through August 1983 with serial No.s as high as "A 95000+", and probably represents an initial order by TI for 100,000 units, typical in such industries. So far as I have been able to determine, NONE of these units were EVER used by TI in consoles, although it would be interesting if owners of the (few) 99/8's could check and see if THEY got this type of unit, since there have been a few which had different plugs from the 99/4A plug, and these may have been for the 99/8. These Kogyo's have shown up all over the surplus market, and are the ones which Radio Shack sold about 25,000 of during 1986 and 1987. And they are still floating around from some places like Lolor in Dallas and Computer Parts Outlet in Del Ray Beach Florida, for less than \$4.00 each now, I was told.

The THIRD model of power supply was one made by TI itself, and used virtually the same components as the original "hot" supply, but in a switching type circuit for the +5 volt section. These were manufactured ONLY in Sept, Oct, and possibly Nov 1983, no serial numbers on the boards so no idea how many were made, but the board part No. was "PWB 1053201-0002, Rev F", with TI's logo on the board, and marked "ASSY 2704130" on the top. These PS units were all made without a LED and are a simpler circuit design (read, "cheaper to make"), and use the 7812 +12v regulator chip, the TIP31 xstor, and a 7905 -5 volt regulator chip. These units (and the Kogyos also) use a transformer on the board to derive the negative voltage for the negative regulator, and therefore both types only use the 18 volt AC lines (pins 1 and 2 on the transformer plugs) and thus two wires.

This TI PS is a fairly good design, regulates better than the original but not as good as the Kogyo, and runs the heat sinks (Black "U" or "W" shape, perforated) slightly hotter than the Kogyos; also make a slight whining noise in operation, but they are a reliable and easy "drop-in" change for the original "hot" supply. The only design fault I see on them is that the +12 volt regulator is used to control the +5 volt circuit, therefore if the +12v goes down, the 5 volt will go down with it. AND, since the over-load (or over-heat or even general-failure) mode of the 7800 series chips is to reduce voltage and current output progressively to cutoff, this would cause the whole supply to go off as a unit if part of it failed. Which really is not such a bad idea after all!

I have used these--HUG TIBBS is on one and runs much cooler, especially with 35 or so 1/8th in. holes drilled through the top of the plastic deck directly over the heat sinks so the hot air goes directly up instead of back through the console and module, and the X-Basic module runs MUCH cooler. Again, the heat sinks are Ground and Hot and you MUST NOT let them touch each other or let the outside back one touch the mother-board shield or you will have a disaster. It IS a close fit. These "type J" units have been on the surplus market also, and were sold through "All Electronics" in California with the "black brick" transformer, for less than \$5.00; also at some local places.

=== The change of power supplies is probably the number one modification that you should make to your console as the reduction of the heat generated inside will greatly decrease the occurrence of Ext-Basic lock-ups and also greatly increases the expected life before failure of components.

>> Now, a WARNING to you. The Kogyo supplies have a fairly sophisticated design and provide a very well stabilized and regulated +5 volt output, but they have two weaknesses: 1) the -5 volt regulators have been known to fail or at least to go to low voltage (-2 or -3 volts) after some use. This will give some very flaky problems in Basic or esp. in Ext. Basic, typically a "colorfilled" screen or lock-ups, due to not driving the GROMs properly. NOT a permanent problem, just change the PS again to the original or another Kogyo, B U T F I R S T !, and before EVER installing ANY power supply into ANY device, check the voltages carefully, preferably under load (resistors) and with a scope, but at the very least, with a VOM, or you may discover the Kogyo

(cont)

#2 problem: The failure mode of the Kogyo supply, on the +5 volt side, is to Short the transistor back to the +23 volt rectified supply--this places +23 volts out the "+5 volt" lead and INSTANTLY you have NO MORE CHIPS IN YOUR CONSOLE, period. Pull the GROM angle plug and the keyboard out and scrap the rest!!! The Kogyo's do not seem to fail in operation, but only if the output is shorted or loaded past 1.5 amps, and the xstor fries. AND, worse yet, MANY of the Kogyo's sold by Radio Shack were "returned" units (bags obviously opened and then resealed) and you know what? EVERY ONE LIKE THIS THAT I CHECKED HAD 23 VOLTS ON ITS 5 VOLT OUTPUT!, and other than one Kogyo which I blew out myself while destruction testing (into RESISTORS, of course), I have found NO OTHERS that were defective in this way, or which went bad. But I HAVE HEARD of people who put in these little jewels and smoked their consoles in other groups!!!

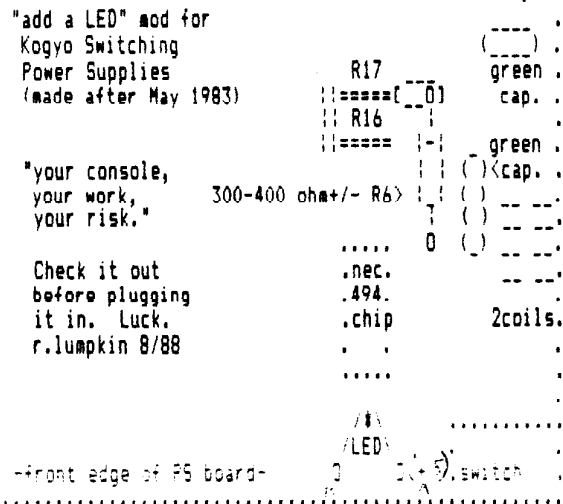
The obvious caution is: CHECK THE P.S. BEFORE INSTALLING IT, and PUT AN IN-LINE FUSE HOLDER IN THE +5 volt LINE FROM THE PS TO THE CONSOLE and use a 1-amp QUICK-BLOW fuse. This will protect from PS failure, from any accidentally shorting that you do inside the console or the Speech Synthesizer, AND to some extent, from over-current due to power line surges. The 7812 chips are all current limited and shut down to approx. zero volts when they see a short to ground on their output, so there is not so much problem there.

So what did I just say? Well, for all those people who are out there using these little power supplies for "disk-drive" power to external drives, GUESS WHAT! You are skating on thin ice--if you happen to pick up a large start-up surge or if you just accidentally short something down at the drives, what will follow down that line will wipe out the drives and all the way back into the controller card! Lesson is this:

- 1) ALWAYS !>ALWAYS<! check out power supplies before hooking them up, even if they are brand new.
- 2) Don't use "kluge" power supplies or hook-ups for purposes not intended unless you KNOW exactly what you are setting up and how it is going to work.
- 3) FUSE all possible lines. I even put fuses into my surge protector outlet strips in place of the silly circuit breakers. Circuit breakers are too slow and imprecise and don't trip until heavy current has already passed.

--- Just to finish this all out--about a year ago I noted that the Kogyo supplies which did NOT have an LED exhibited a tendency to pulse the +12 volt line. This corrects itself when any load is placed on the +5 volt line, even as small as a LED pilot light, therefore I advised to add the LED back onto the board: it goes into the two holes at the front beside the switch, sometimes marked A and K. The re-placed resistor R6 goes into the two holes (not marked) about 1 in. back, beside the oval green capacitor and pointing front to back, at the right-hand ends of R16 and R17, which go side-to-side. The back of R6 electrically joins the end of R17. R6 may be from 300 to 400 ohms, +/-, depending on the LED you use. The positive end of the LED goes Right, toward the switch; if it doesn't light, turn it around and it should work. If it seems too bright, increase the resistor value. I usually use a 390 ohm. Drawing follows:

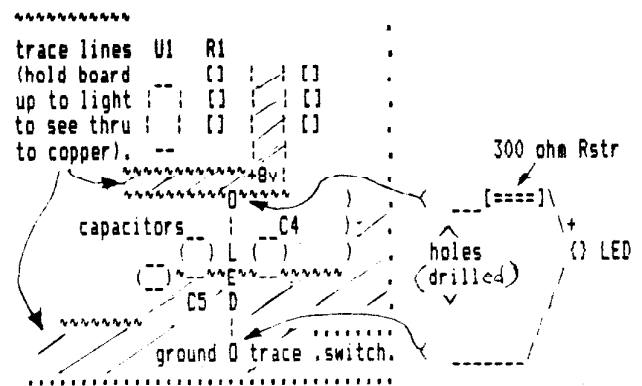
Layout drawing for LED for Kogyo power supply:



It is also possible to add an LED to the TI "type 3" PS units; not needed unless you want to retain the LED for the black and silver consoles, or wish to drill a hole beside the switch in the beige console so you can have a LED pilot there, like I did:

There are two circuit traces running across the front of the board underneath the series of capacitors; one is ground and the other one is +8 volts. You will have to drill through with a 1/16th drill bit or smaller, carefully, between the capacitors, and solder in the LED+Resistor:

Layout for LED addition to TI type 3 power supply:



- 1) solder LED to Resistor
- 2) insulate leads w/ tape
- 3) carefully solder into holes you drilled.

I have done a dozen of these and the Kogyo supplies, and I always "cook" them overnight with a resistor load (5 ohms on 5 volts, 30 ohms on the 12 volt, 100 ohms on -5 volt) and have had none go bad after that. The resistors get HOT!; Be careful in case it smokes, literally. Address of suppliers follow:/// r.lumpkin 8/88.

Lolir-Main 13933 N. Central Expy, #212 Dallas TX 75243 214-234-8032 (Other parts avail also) (P.S. at \$3.50 ea.)	Computer Parts Outlet Attn: Steve Sullivan 2275 S. Federal Hwy #2239 Del Ray Beach, FL 33483 1-407-265-1206 (Power S. at 10 for \$12.50 + ship)
--	--

TI-WRITER TIPS #3
- by Bob Seddon -
EFFECTIVE INDENTATION
part 1: the Editor

When you load the Editor you are in a new, as-yet-named file. If you call up the Tab line (CTRL c, T, Enter) you will see that the file has L at 0 and R at 79. Every 5th position is a Tab. There is also an an Indentation, but you can not see it because it is on the column of the L tab.

You can verify that there is, indeed, an I "beneath" the L tab by keying CTRL m. This command (New Paragraph) creates a Carriage Return at the location of the cursor, then drops the cursor down (to a newly-created blank line) to the pre-set Indentation. You will see that the cursor moves all the way to the L tab when it drops because the L tab and Indent are the same column in an unnamed file.

AUTOMATIC INDENTATION
of new paragraphs as you write
(I right of L; CTRL m)

You can reenter Tabs and make the I visible by typing "I" on any column not occupied by L or R, then keying Enter. Each time you reenter Tabs the I appears at its last set position.

Thereafter, when you key CTRL m the cursor drops down to the new indentation, not the L tab. CTRL m (New Paragraph), by rights, OUGHT to be named, "End a Paragraph by Making a Carriage Return, Create a Blank Line Beneath the Carriage Return, and Drop the Cursor to the I Column on that Blank Line".

You can change the position of I as many times as you choose, so long as you remember to delete the old I when typing in a new I; you can't have more than one. 0 and, perhaps, 3 are the most common for indenting. A negative indentation of -4 (when I is LEFT of L) is useful for outdenting lists; the other side of this sheet discusses outdenting.

ADDING INDENTATION
to one existing paragraph
(This method independent of I)
(CTRL o, g, r)

This transforms an unindented paragraph into an indented paragraph. It is manual and has nothing whatsoever to do with where I is on the Tab line. It is very fast for indenting one or two isolated paragraphs: position the cursor and make three keystrokes:

- (1) Wordwrap must be on (solid cursor; CTRL O [zero, not the letter "o"])
- (2) Use CTRL m to put a Carriage Return at the end of the paragraph so that when you Reformat (CTRL r) text below that paragraph will not also Reformat.
- (3) Move the cursor to the place on the first line where you want the indentation to begin.
- (4) CTRL o (the letter o, not the number 0) creates a blank line. In effect, it leaves the cursor on the same line number and same column position, but pushes all text below the cursor down a line.
- (5) CTRL g (Insert). This command "breaks" the line, preparing it for Reformat. Admittedly, there is no text on the line to break but, nevertheless, CTRL g must precede Reformat.
- (6) CTRL r (Reformat) reorders all text between the cursor and the Carriage Return such that the first line begins at the cursor (the indentation) and the remaining lines of the paragraph begin at the L tab.

REFORMATTING AGAIN AFTER
CTRL o, g, r
If you change your mind about the location of the indentation, key CTRL r again: text Reformats again, this time such that the indentation is destroyed: all lines in the paragraph (including the 1st) begin at the L tab.
Reformatting after a vertical arrow also destroys indentation. (see box at right)

ADDING INDENTATION
to several existing paragraphs
(I right of L; CTRL 4, r)

If you have a series of paragraphs (all ending in Carriage Returns) you can rapidly indent all of them, one by one:

- (1) Reset I to the place where you want all paragraphs to be indented.
- (2) Move the cursor to the first line of the first paragraph via NEXT (or LAST) PARA. NOTE: NEXT (or LAST) PARA must precede Reformat, otherwise the first line will not indent. In other words, you cannot move the cursor to the first line by arrow keys.
- (3) CTRL r (Reformat) causes this first paragraph to indent to the Tab line setting.
- (4) CTRL 4 (Next Paragraph) moves the cursor to the first line of the next paragraph; the cursor automatically stops on the correct place where indentation is to begin.
- (5) Repeat (3), then (4), until you finish indenting all paragraphs.

REFORMAT AFTER NEXT/LAST PARA
CTRL 4, 6, r
The first line of a paragraph Reformats to I if CTRL 4 or or CTRL 6 is used to reach that line; if you key CTRL r a second time nothing happens.

If you change your mind about having an indented paragraph and want to Reformat again so that the first line begins at L rather than I you must travel through the vertical arrow keys

REFORMAT AFTER UP/DOWN ARROW
CTRL e, x, r
The first line of a paragraph Reformats to L if CTRL e or CTRL x is used to reach that line; a second keystroke of Reformat does nothing.

If you did use arrow keys and do wish to Reformat to I, you can do so quickly with only 3 strokes: CTRL 4, G, r.

OUTDENTING

(I left of L)

123456789 123456789 123456789
I...LT...T...T...T...T...T

The numbered lists used in this article are a good illustration of outdenting. By setting I left of L, the first line actually OUTdents relative to L, not INdents. The outdented part of the each first line contains the list's numbers; the text's body lines up vertically so that text does not appear beneath the numbers.

AUTOMATIC OUTDENTATION

of new paragraphs as you write
(I left of L; CTRL m)

This is the same procedure used to write a series of new indented paragraphs, except for I now being LEFT of L.

ADDING OUTDENTATION

to one existing paragraph
(This method independent of I)
(CTRL x, o, g, r)

After reformatting a paragraph so that the first line is correctly positioned for an OUTdent, you can laboriously INdent the remainder, line-by-line. Cursor horizontally to the correct column before doing the above little dance.

ADDING OUTDENTATION

to one existing paragraph
(I left of L; CTRL y, v, g, r)

If you set I left of L you can outdent the entire paragraph rather than do it line-by-line. I am including this only as an example of "how to get there from here". Since you must set I anyway, it is faster to use the methods after this one. In other words, there is a fast way to INdent a paragraph, (3 strokes) but no fast way to OUTdent a paragraph.

- (1) Call up the Tab line (CTRL c, T, Enter)
- (2) Type an I on column 0 and an L on column 4; Enter.
- (3) To type in the numbers you need to begin the first line of each entry on column 0; however, left cursor movement is stopped by the L tab at column 4. You can override the L tab with

L Margin Release, CTRL y.

- (4) Cursor to column 0, CTRL v.
- (5) CTRL g to "break" the line.
- (6) Type in text on first line.
- (7) The combination of Wordwrap and the L margin being on column four causes succeeding lines of the entry to begin on column four.
- (8) You cannot Reformat the first line again without losing outdentation. You can Reformat repeatedly on any succeeding lines. down to the Carriage Return.
- (9) If you accidentally Reformat Line 1 you can repair the damage by repeating this same procedure, or, by using the following method, which is probably faster.

ADDING OUTDENTATION

to a series of existing paragraphs
(I left of L; CTRL 4, r)

Except for I being left of L, this is the same method used when adding indentation to a series of existing paragraphs. The next method is more useful:

ADDING OUTDENTED NUMBERS TO AN EXISTING LIST

(I...L; CTRL 4, o, (n), r)

This is the best procedure to use to modify a series of sentences to turn them into an outdented, numbered list. Basically, all you are doing is adding a number in front of each sentence, then moving the sentences right so they will all line up at a new L tab.

- (1) Wordwrap on (solid cursor; CTRL 0 [zero, not "o"])
- (2) Verify a Carriage Return at the end of every passage. Use CTRL m as needed.
- (3) Tabs: (CTRL c, T, Enter)
- (4) Type I on 0; L on 4; Enter.
- (5) Cursor to 1st line via NEXT (or LAST) PARA.

SEE NOTE in box on previous page prohibiting use of up/down arrow keys!

- (6) Blank line with CTRL o (the letter, not zero)
- (7) Type in (n), spacebar.
- (8) Reformat (CTRL r).
- (9) Next Paragraph (CTRL 4).
- (9) Repeat (6) through (9) until you finish the list.

THREE WAYS OF PRINTING

These different ways of creating outdentation and indentation only do so on screen in the Editor. If you want to print work just as it appears on screen you have three options:

- (1) Through the Editor (CTRL c, f, pf, Device Name, Enter)
- (2) Through the Formatter (CTRL c, q, e, 2). Text on screen must be indented and Saved in the Editor and be preceded by .LM n;RM n;NF.
- (3) Through the Formatter preceded by .LM +4;IN -4, followed by .LM -4;IN +4.

PRINTING VIA THE EDITOR

prints as on screen - not according to Tabs or Dots

If you use the PF (Print File) command in the Editor to print your work, the I setting on the Tab line IS NOT HONORED BY ITSELF; however, the actual indentations of each paragraph are. If you set an I some place on the tab line but do not also indent each paragraph, the printer will not indent the paragraphs either. The Tab line settings themselves are inconsequential, because the Editor prints as-is, merely reproducing whatever is displayed on-screen.

The Device Name for Parallel printers is PIO. [followed by CR (Carriage Return) or LF (Line Feed)]; for Serial printers it is RS232. MIO (Module Interface Output) is the Default Device Name for the WORDWRITER + cartridge.

PRINTING VIA THE FORMATTER
prints according to the Dots,
not the Tabs Nor as on screen

The two ways of printing indentation through the Formatter [points (2) & (3) above] are discussed in Effective Indentation Part 2.



If you thought FUNLPLUS was an excellent word-processing companion with lots of unusual utilities and fun programs thrown in, just wait'll you see v. 1.0 of PLUS!

This brand new environmental enhancement is a remarkable (and remarkably cohesive) NEW collection of all you dreamed of in a word processor and MUCH more. It contains very updated versions of all 21 files originally contained in FUNLPLUS. (So if you've never owned THAT great disk before, it's here!). However, the larger amount of the 65 files are completely new to TI users.

In addition to the author's codes, templates, graphics, tutorials and programs, other files are included by other authors. Lots of ideas and tips have been garnered from discussions, letters, phone calls, and newsletters. Some PD programs used here have been drastically modified to fit inside this tight environment.

Although all that's needed is one SSSD drive and 32K, enhanced systems will have greater flexibility. Persons with Geneve, 512 card, RAMdisk and/or DSDD or harddisk capabilities will find PLUS! the perfect environmental package for all word-processing and any utility needs.

This new companion contains an excellent tutorial on FUNNELWEB by Charles Good; TIK references for EDITing and FORMATting; tutorials; the most compact reference chart available for instant checking of just about anything on TIM, including the mysterious Transliteration Key (and how to turn it into a macro or graphics saker).

Two of the PD programs let you type in gothic and dump your GRAPHX, TI-ARTIST, and/or RLE pix right into your printer or convert them to D/V 80 files. There are also suggestions for creating your own desktop publishing system.

PLUS! there are the tiny files that FUNLPLUS was famous for: 2- or 3-sector programs, codes, and templates that let you dump a screen of text, print labels, print out any DV/80 files, design letterheads, and even use the world's tiniest wordprocessor (that'll let you write your novel on adding machine paper!).

Then there are the updatings of the taken-for-granted programs that were the mainstay of many of FUNLPLUS's 9 versions: flexible banner program, personalized desk and yearly calendar programs, on-screen workshop demonstration program (with music and fancy displays), and programs to create box patterns, labels, etc., using printer graphics (Gemini-compatible default) right within your text files.

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The one/two-stroke TIM loaders (C, L, G & M files) can suit whatever personal, educational, professional needs you have. They include one done for my kids for their college term papers; one for an educational book I wrote; one for normal text use; one for pack-it-in condensed use. One that lets you type 134 columns by 134 rows: 18,000 characters per page! And others, too. You'll wonder how you could have done without this high-speed convenience before. Because each of these loaders ALSO includes a complete range of mnemonically-devised transliteration codes. You can use alone or in combinations the following: italics, true underline, doublestrike, super & sub scripts, condensed, enlarged, pica, elite, near-letter quality, and specially-defined (user) keys that give up whole words or sentences or any graphic designs your printer will print out. Each done by a single keystroke. And ALL within your text on the TIM version you are using.

There are lots of other text, graphic, and design programs and files, such as a program that crunches your XB programs for speed and space, a columnizer to allow your text to be printed in columns for newsletters or other uses, and even a program that prints your English into Pig-Latin! PLUS! the versatile mini-manager menu/loader. All this PLUS! more is on ONE FULL (719 sectors) DSDD DISK! (unless SSSD is specified)

PLUS! is - like its popular predecessor - a great Fairware buy: only \$10! (address below)

Any version of TI Writer will work with these 65 files, but the new 1988 FUNNELWEB is unquestionably the best and most convenient. If you are unable to get from your user group a copy of this incredible environment (which includes Disk Manager 1000, Editor/Assembler cartridge, Forth load, disk editor, c99 load, a manual, and lots of other things in addition to the best version of TI Writer around), send me \$3 additionally for the DISTRIBUTION COSTS ONLY for the latest version. (This is NOT paying for FUNNELWEB, as it, too, is Fairware and a fair amount should be sent to the authors! This is just my cost of handling, copying, and mailing their masterpiece.)

~ JACK SUGHRUE, Box 459, East Douglas, MA 01516 ~

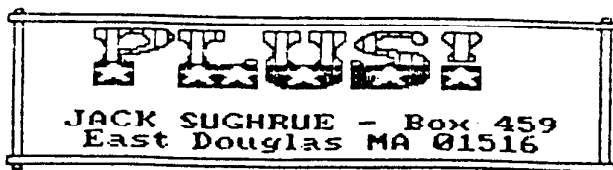
HUG LIBRARY CATALOG ADDENDUM
August 1988

- 1327 RLE-BLONDE**DP/128** Printer required
A very well done picture of an attractive blonde that can be printed out using Program #1078. 60 sectors
- 1328 RLE-DESK**DP/128** Printer required
A cute picture of a computer desk that can be printed out using Program #1078. 20 sectors
- 1329 RLE-JUST SAY NO**DP/128** Printer required
A cute parody towards IBM that can be printed out using Program #1078. 8 sectors
- 1330 RLE-MOTORCYCLE**DP/128** Printer required
A good graphic picture of a motorcycle and rider that can be printed out using Program #1078. 55 sectors
- 1331 RLE-THE PRISONER**DP/128** Printer required
A good picture from the U.K. taken from the TV show with Patrick McGoochan that can be printed out using Program #1078. 16 sectors
- 6035 BA-WRITER V 1.5**XB** Printer required
This is the latest version from Paoli Bagnaresi. This program is compatible with the Geneve 9640. Has many excellent features. Comes with complete documentation. 715 sectors
- 7061 CATALOGING LIBRARY COMPANION**XB** Printer required
This "Trialware" program from Marty Kroll is the companion to his Cataloging Library. Has many useful features. Comes with complete documentation. 365 sectors
- 9036 FORUM READER**XB**
This "Fairware" program by Dave Ratcliffe will let you read any size DV/80 file dumped from your terminal program to disk. 32 sectors
- 9037 FTG & FTH**
These files can replace the files on Fast-Term to be used on the Geneve. 65 sectors

HOW TO LOAD SUPER SKETCH INTO TI-ARTIST

by Matt Andel - CinDay, OH

1. Plug Editor/Assembler, Mini Memory, or Extended Basic in the middle slot of the cartridge expander.
2. Plug the Super Sketch cartridge in one of the other slots.
3. Select Editor/Assembler, ExBasic, or Mini Memory.
4. Load TI-Artist the same way you always do.
5. When you get the main menu, press J for input device.
6. Put the Artist Extras Disk in drive 1, 2, or 3.
7. Type DBKx.SKETCH, then PRESS ENTER.
8. When done loading, slide the switch on the cartridge expander to the Super Sketch Cartridge.
9. If you use Drive 1 to load Sketch, put the Artist disk back in Drive one. You won't need the Extras disk anymore.
10. Press one for TI-Artist and you can now use Super Sketch to draw with instead of your joystick or keyboard.
11. On Super Sketch you use the select button to select the function you want.
12. On Super Sketch you use the lift button to draw and to activate the function.
13. If you want to return to the main menu, press FCIN QUIT. Now you can use number 2 enhancement, or go back to TI-Artist.



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~ JACK SUGHRUE, Box 459, East Douglas, MA 01516 ~

TI-BASE
Report Card

Performance.....A+
Ease of Use.....B+
Documentation.....A
Value.....A+
Final Grade.....A

Cost \$24.95 + 1.50 Postage and
Handling
Manufacturer: INSCEBOT Inc.,
P.O. Box 291610, Ft. Orange, FL 32029

Requirements: Disk system, 32 K,
Extended Basic, Editor-Assembler or
Mini-memory. Printer optional. A
RamDisk is optimum storage.

Shipped with 2 SSSD disks, manual and
overlay strip.

TI-BASE ver 1.01

A review by,
Barry Long, CPUG
Harrisburg, PA

Recently our Users Group was
contacted by INSCEBOT with an inquiry
as to whether we might be interested in
demonstrating their newly released
TI-BASE. As the Secretary for the
CPUG, I replied back that yes, we
would. To my surprise, Dennis Faherty
responded almost immediately by return
mail with ver 1.0 of TI-BASE. (That's
plus #1)

I have used or tried many of the
'other' TI related Data-bases over the
years since I purchased my machine, and
I was a little skeptical when I read
the letter, but, I am always on the
look-out for the "perfect" Data-base,
boy was I surprised!

The program comes with a very good
documented manual, as manuals go. It
comes with two disks. The first is the
actual program disk while the second is
a TUTOR disk.

I read the "Start-up" introductions
and proceeded to load the main program
disk. It did seem to take awhile to
load, but, I guess all good things are
worth the wait.

The first item is a Title Screen
after which the program prompts you for
the date. Once the date is entered, it
loads the first command file called
"Setup". This displays your system
parameters. If you have only one disk
drive, or a serial printer, you will

have to MODIFY the Setup to work
properly.

The manual instructed me to load the
"TUTOR" disk and follow along with the
program. This lasts about 20 minutes
or so, depending if you want to 'Pause'
or not. Pause is controlled by
depressing the 'Space Bar'. Resume is
done by pressing the 'S' key. The
TUTOR program is well done and it shows
the author spent some time on it.
After the TUTOR is finished, you will
be sent back to the main program.

TI-BASE is a very complex,
inter-relational data-base. That's
right, I said "inter-relational". You
can open up to 5 different data files
at one time and move from one to the
other with the "SELECT" command. This
allows you to scan different data-files
for common related data and print or
display it as you so choose.

This alone was impressive! But,
there's more! (That's plus #2)

You have the ability to create a
"COMMAND" file with a DV80 text editor.
The "COMMAND" file will "run" and
operate your data base for you. (up to
a point). Similar to the "batch" files
on the "other" system. (That's plus
#3)

You "CREATE" your own data-fields.
The prompts let you know how much space
is available for the field title, etc.
You may have up to 17 fields, and 255
characters in each field. The optimum
storage will allow 16,129 records in
one data-base. Note Ver 1.01 will only
hold 8,192 records. (Only, gee!)

You can SORT on any field (this can
be slow if the Data-base is large),
FIND any item in the Data-base in rapid
time. You have 12 mathematical
functions available, including SQR,
LOG, SIN and ATAN to name a few. You
can Concatenate the characters, TRIM
trailing blanks, 5 BOOLEAN commands as
well as several LOGICAL commands. The
DATE is preset for Month, Day and Year.
ie: 06/21/88. This is handy for
entering dates in your assigned field
(if you create one). (Plus #4)

You can MOVE data from one slot to
another at your will. EDITING is fast
and you can EDIT either by record or by
Paging forward and backwards. Or,
using the FIND command to locate a
particular file. You may DELETE an
individual record or the entire
Data-base with one keystroke (warning,
it is FAST).

Continued next page.

The APPEND mode allows you to input data and will add the data into the file as quickly as you can hit either Enter after the last field or F-8 (EXECUTE). F-9 (ESCAPE) will ignore your last input and return you to the master command prompt. You may MODIFY your fields as you choose, but, like any good data-base, you could lose data if your field length is different than originally created. A warning prompt will respond if this can happen, and the decision will be up to you to proceed. (Plus #3)

My demonstration of this unique and exciting new program appeared to go well with our Users Group and I did place several orders with INSCEBOT for the package.

In closing, I must state that TI-BASE is definitely not for the 'Novice' TI user. You must have 32K, RamDisk (optional), several disk drives (preferred), with a printer (optional). It will work out of Extended Basic, Editor-Assembler or Mini-Memory.

Some of the drawbacks are:

1. Slow loading
2. Slow sorting
3. Manual could be improved both in content and choice of print.
4. A sample data-base included with the program might help to illustrate the various features in actual use. The TUTOR file is nice, but an actual hands-on file would be better.

The pluses are:

1. Speed of the actual search and commands.
2. The ability to sort on any field.
3. The ability to find your particular data FAST!

3. Automatic saving of your data prior to quitting.

4. The large (extremely) storage capacity.

5. The interaction between up to 5 data-bases at once.

6. The large mathematical capabilities. (CFS is the closest).

7. The inter-relational capabilities.

This is the first I have ever seen for the TI. (ACORN 99) was too complex and slow. TI-BASE is FAST!

For the small investment that INSCBOT is asking, \$24.95 + SH, I would highly recommend it to anyone who needs a GOOD Data-Base. If Texas Instruments would have introduced this back in the beginning, there would not have been a 'Black Friday'. This has anything that I have seen on the '64' put to shame.

The service that I received from Dennis Faherty has been superb. I discovered a mild 'bug' in ver 1.0. I called INSCEBOT the following morning and Dennis returned my call that evening. Version 1.01 was shipped out the very next day. I talked to INSCBOT today (6/21), placing my order and giving him my gripes and pleasures. He indicated my suggestions were very welcomed. I like dealing with INSCEBOT and would recommend them to any and all.

Now, if only the authors of FIRSTBASE would respond to my earlier request, I could make a fair comparison.

Respectfully yours,
Barry Long
Central PA 99/4A Users Group
P.O. Box 14126
Harrisburg, PA 17104-0126

• TI BASE
by Jerry Keisler

I think I have found what you all have been wanting!!

INSCEBOT has introduced a new product called TI-BASE. This program sales for \$24.95 but INSCEBOT will give a 20%

discount or \$19.95 per copy for a group order of any size.

Dennis D. Faherty of INSCEBOT asked me to demo TI-BASE for our group. I will also do a full review when I have gone thru the program in detail.

In the last three days I have found the following:

If you are familiar with DBASE II, used on IBM and other

machines, you should be right at home with TI-BASE.

Required is 32k memory expansion, a minimum of one disk drive and either Extended Basic, E/A or Mini-memory.

A data base is limited to:
255 characters per field.
17 fields per record and
16129 records per data-bases.

A data base is made up of records. A record is a line of information. A field is one item of information in a record.

Up to 5 data bases may be open at one time. The limit as to size of data bases and number of open data bases is how many and what type of disk drives you have.

You can sort fields, display to screen or print on printer any or all fields in any order you want.

You can write a command file to print selected parts of several data bases on one or several lines. You can also limit the printed records to those that meet your stated conditions.

Each data base is dated as to when it was created and each time it is updated.

You can write as many command files as you want to produce all kinds of print outs.

The program comes on two SSSD disks. The program disk contains the program, help files, setup file which you can

change and several commands which are loaded from disk when you need them. The second disk contains a tutorial and some data bases that you can use in learning the command language. More next time.

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(End of HUG NEWS, AUG 98.)