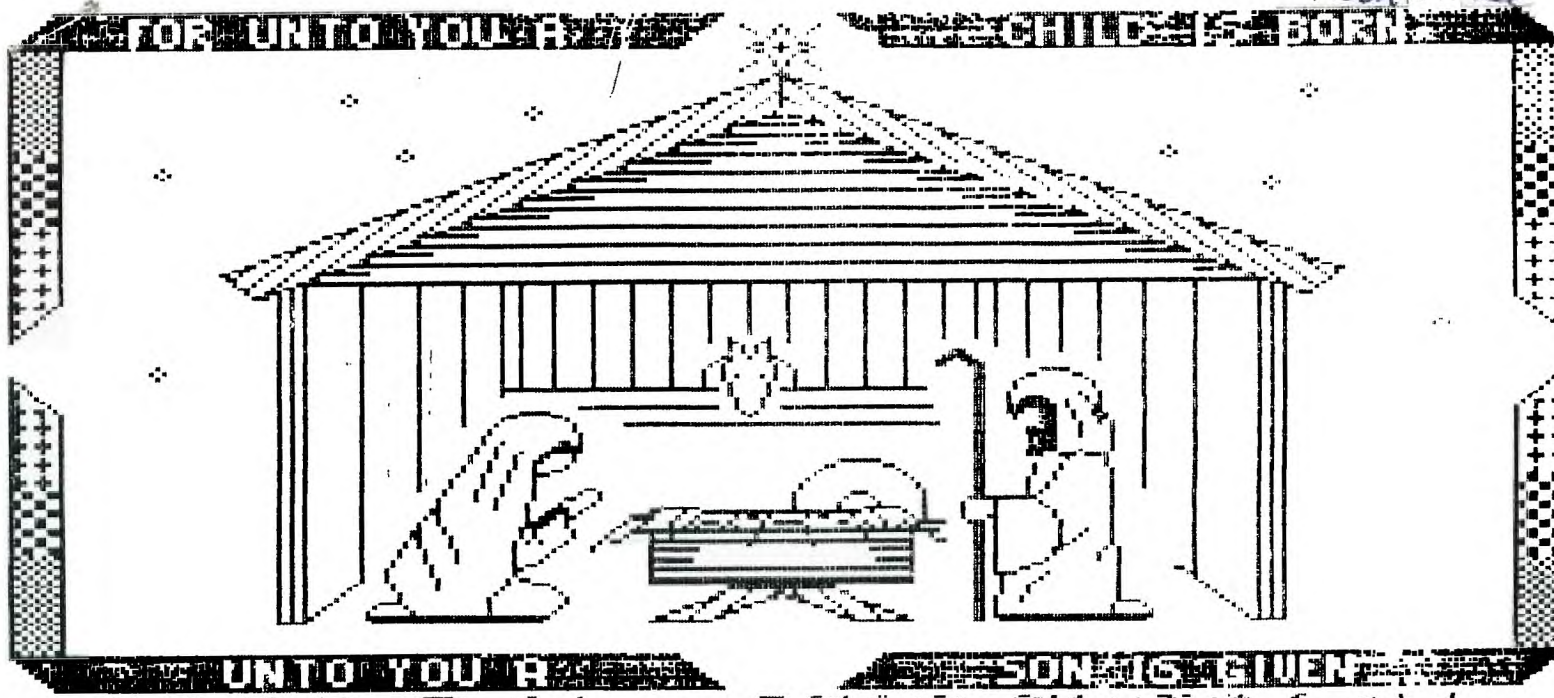
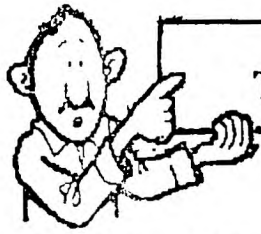
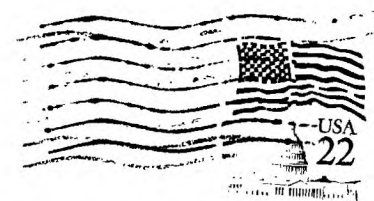


8712 (M62)
Kankakee



FOR UNTO YOU SON OF MARY
MERRY CHRISTMAS
AND A
NEW YEAR

KANKAKEE TI USERS GROUP
P.O. BOX 1945
KANKAKEE, IL 60901



TAKE A LOOK

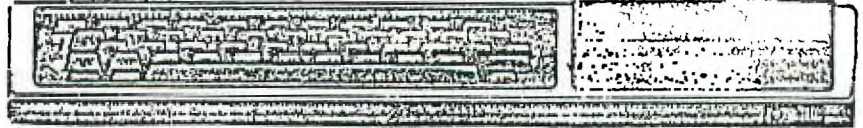
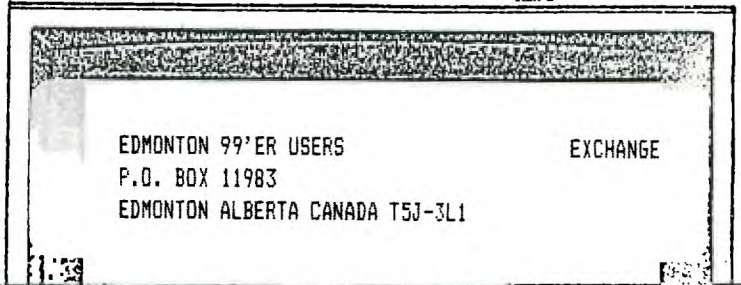
NEXT MEETINGS

NOV. 21, 1987
DEC. 19, 1987

BOURBONNAIS
MUNICIPAL
CENTER

1 pm 'til 4 pm

H3 TI USERS GROUP NEWSLETTER



FONT OF THE MONTH
By RICK KELLOGG

Here is the first in a series of type fonts that you can use in your programs for a fancier display. Not all the fonts are complete I.E. not all of the characters have been redefined, so feel free to modify or add to the fonts presented.

FONT NUMBER ONE
INVERSE VIDEO

A 97	FFFFC399819999FF	P 112	FFFF8399839F9FFF
B 98	FFFF83C9C3C983FF	Q 113	FFFFC39B9993C3FD
C 99	FFFFC19F9F9FC1FF	R 114	FFFF8399539399FF
D 100	FFFF83C9C9C983FF	S 115	FFFFC19FC3F983FF
E 101	FFFF839F879F83FF	T 116	FFFF81E7E7E7E7FF
F 102	FFFF839F879FFFFF	U 117	FFFF99999999C3FF
G 103	FFFFC19F9199C3FF	V 118	FFFF9999C3D3E7FF
H 104	FFFF9999819999FF	W 119	FFFF9999A581DBFF
I 105	FFFFC3E7E7E7C3FF	X 120	FFFF99C3E7C399FF
J 106	FFFFF3F3F393C7FF	Y 121	FFFF99C3E7E7E7FF
K 107	FFFFC9C3C7C3C9FF	Z 122	FFFF81F3E7CF81FF
L 108	FFFFCFCFCFCFC3FF	32	FFFFFFFFFFF
M 109	FFFFDB81A59999FF	! 33	FFE7E7E7E7FFE7FF
N 110	FFFF9989819199FF	" 34	FF939393FFFFFFF
O 111	FFFF8199999981FF	# 35	FFDB81DBDB81DBFF
\$ 36	FFE7C197C3C3C3E7	% 37	FF9D9BF7EFD9B9FF

P-BOX POWER SUPPLY
FROM THE CIN-DAY NEWSLETTER

If you have the misfortune of having your power supply quit on you, check the transformer voltage on the primary and secondary sides. If you have the primary voltage and no secondary voltage, then check the fuse that is located inside the transformer. The fuse is located on the opposite side from the wire connections, at the lower part of the transformer. You will have to cut away the insulation (plastic housing) from the unit to expose the fuse, which is an inline type that is soldered to the white wire of the primary side of the transformer. Next check the power supply board, the bottom left-hand side has two, one amp diodes, you will probably find that one or both of have shorted internally. Check them with a meter. If you find the values are at fault, change them.

The procedure can save you from a costly replacement and extended down time of your computer. The transformer and power supply board costs 127.50 from TI, no to mention the delay for shipment.

DM1000 CURSOR
From the Charlotte TI 994A U.G. Newsletter

DM1000 works so fast, it gets ahead of most of us. If you have ever had the problem of it going through two menu selections with just one keypress, then make this alteration on a copy of DM1000 (and if you like the result, make the copy your working edition.)

Copy MGR1 to a newly initialized disk. This way MGR1 will begin at sector 22. Call up sector 36. (If using Disk Fixer, you will type in "R 36".) In this sector, locate the bytes which contain the string "8000A0FFF". 00A0 is the value for the cursor speed. You may change it from any value as low as 00A0 to as high as 07D0. Try something around 0100. One source recommends 010C. Write the edited version of the sector back to the disk. Now run the program with the edited MGR1 file to check your choice.

The GRAMKRACKER -FLEA COLLAR LINK?
By Ken Gladyszewski, NorthCoast 99ers

Well, the truth is finally out, the battery used in the GramCracker is also used in electronic flea collars, or is it the other way around. That is what I learned from the lady at Duracell after I tried to find the DL2430 lithium coin cell battery some two months ago. I called or visited all the large variety and camera stores before calling Duracell and then all the pet supply stores with no luck.

This all came about when my GramCracker lost it's memory after a year. I finally found the battery and was about to divulge my source in this article when I found it in the new 1988 Radio Shack catalog on page 148, Part No. 23-166 for \$1.79. I have also found them recently at mass merchandisers for about a dollar.

CHRISTMAS CROSSWORD

By Tom Nellis

A few years ago, my daughter brought home a crossword puzzle from school. It was a simple puzzle and after looking at it, I decided to write a Basic program to do the same thing.

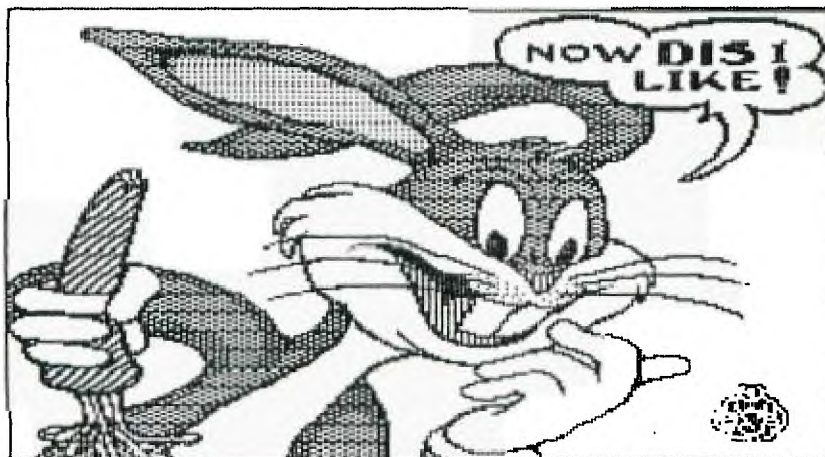
This program was written top-down, that is, I just coded it as I went along. The only preparation for writing the program was to transfer the tree and empty blocks to a piece of graph paper. This was used for row and column numbers I would need in the DATA statements. I chose to write the program in BASIC because the lack of DISPLAY AT and ACCEPT AT would require me to write my own. I also was able to use some "BASIC" commands that I didn't normally use.

The program uses a lot of REM statements. These will hopefully explain what is going on in the program at any given time.

By using CALL SCREEN(2) then printing the screen, then changing the screen to desired color, the screen appears not to scroll. Some other things I discussed when writing this program, "CALL KEY(0,LETTER,S)". ENTER has the value of 13. The "DISPLAY AT" for the printing of the questions can be found in lines 1040 through 1060. The "ACCEPT AT" can be found at lines 1080 through 1180. The starting row and column were supplied in the data statements lines 120 through 930.

Now, what this program needs are a few features to spruce it up. How about some ornaments on the tree? Once the puzzle has been finished, how about some music or graphics that are Christmas related? The most needed feature is to be able to only answer the questions that are incorrect, erasing the incorrect answer from the screen, redisplaying the question, and positioning the cursor for the correct answer.

I hope you enjoy the puzzle and learn something about basic programming while typing it in.

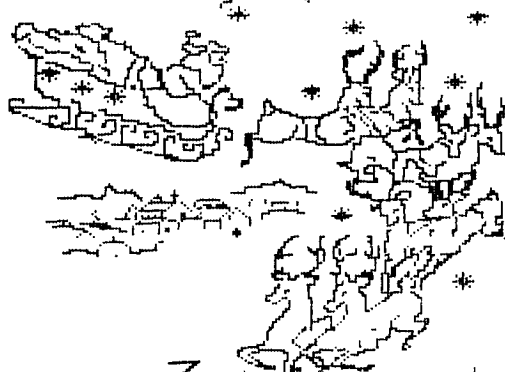



```

790 DATA 13,10,40,14,14,9,40
,16,15,8,40,18,16,7,40,20,17
,8,40,18,18,7,40,20
800 DATA 19,6,40,22,20,5,40,
24,21,4,40,26,22,16,40,2,23,
16,40,2,24,16,40,2
810 CALL SCREEN(16)
820 CALL COLOR(12,16,16)
830 REM DISPLAY BLANKS ON TR
EE
840 FOR G=1 TO 13
850 READ H,I,J
860 CALL HCHAR(H,I,125,J)
870 NEXT G
880 REM DATA FOR BLANKS IN T
REE
890 DATA 8,17,4,9,17,5,10,16
,6,11,15,8,12,17,4,13,14,4,1
4,13,8,15,10,10,16,14,4
900 DATA 18,11,10,19,15,9,20
,17,3,21,15,6
910 REM DATA FOR CURSOR POSI
TION IN TREE
920 DATA 8,17,9,17,10,16,11,
15,12,17,13,14,14,13,15,10,1
6,14
930 DATA 18,11,19,15,20,17,2
1,15,1,1,1,1,1,1
940 REM PROGRAM LOGIC
950 X=0
960 IF X=13 THEN 1290
970 READ ROW,COL
980 IF X>=14 THEN 1380
990 X=X+1
1000 IF X>=14 THEN 1380
1010 IF QUEST$(X)=" " THEN 9
90
1020 IF X>13 THEN 1380
1030 REM DISPLAY QUESTION A
T BOTTOM OF SCREEN
1040 FOR K=1 TO LEN(QUEST$(X
))
1050 CALL HCHAR(23,K+1,ASC(S
EG$(QUEST$(X),K,1)))
1060 NEXT K
1070 REM ANSWER DISPLAY
1080 CALL KEY(0,LETTER,S)
1090 IF S=0 THEN 1080
1100 REM ENTER PRESSED?
1110 IF LETTER=13 THEN 1200
1120 REM DISPLAY ANSWER ON S
CREEN
1130 CALL HCHAR(ROW,COL,ASC(
CHR$(LETTER)))
1140 COL=COL+1
1150 B$=CHR$(LETTER)
1160 REM CONCATINATE LETTERS
TO FORM WORD(ANSWER)
1170 C$=C$&B$
1180 GOTO 1080
1190 REM ANSWER CORRECT?
1200 FOR Z=1 TO 13
1210 IF C$=ANS$(Z) THEN 1350
1220 NEXT Z
1230 IF X=13 THEN 1290
1240 B$=""
1250 C$=""
1260 CALL HCHAR(23,1,32,17)
1270 GOTO 970
1280 REM ALL ANSWERS CORRECT
?
1290 FOR ANS=1 TO 13
1300 IF FLAG(ANS)<>0 THEN 13
30
1310 NEXT ANS
1320 GOTO 1400
1330 GOTO 1240
1340 REM SET FLAG TO 0 IF AN
SWER CORRECT FOR THIS QUESTI
ON
1350 FLAG(Z)=0
1360 GOTO 1220
1370 REM RESTORE CURSOR POSI
TION IF ANSWER IS INCORRECT
1380 RESTORE 920
1390 GOTO 950
1400 END

```

* Merry Christmas *



FROM TITLE SCREEN:

CATALOG DISK = DSK1. <ENTER>
 LOAD FILES: MAX-RLE will load:
 1) DIS/FIX 128 RLE's
 2) DIS/VAR 80 RLE's
 3) GRAPHX files
 4) TI-ARTIST (U/2) files

ONCE GRAPHIC IS LOADED:

SCREEN DUMP TO PRINTER
 <P>rinter - Default = PIO.CR
 SAVE FILE TO DISK
 <S>ave - Default = GRAPHX format
 <SPACE BAR>= TI-ARTIST format
 <SPACE BAR>= DIS/FIX 128
 <SPACE BAR>= DIS/VAR 80
 CHANGE GRAPHIC COLORS

COLOR	FOREGROUND	BACKGROUND
Black	1	SHIFT 1
Medium Green	2	SHIFT 2
Light Green	3	SHIFT 3
Dark Blue	4	SHIFT 4
Light Blue	5	SHIFT 5
Dark Red	6	SHIFT 6
Cyan	7	SHIFT 7
Medium Red	8	SHIFT 8
Light Red	9	SHIFT 9
Dark Yellow	a	A
Light Yellow	b	B
Dark Green	c	C
Magenta	d	D
Gray	e	E
White	f	F

FRBASE COMMANDS

A Add Record	L Print Labels
B Boot Data Base	N Go to Screen #
C Control Codes	O Program Options
D Delete Record	P Print Screen
E Edit Record	Q Quit FRBASE
F Find String	R Print Reports
G Global Search	S Sort Index
H Display Commands	U Use Index to Find
I Build New Index	V View Index

FCTN X Scroll to Next Screen
 FCTN E Scroll to Previous Screen
 FCTN D Next Alphabetical Screen
 FCTN S Previous Alphabetical Screen

CTRL X Rapid Scroll Screen 1 - End
 CTRL E Rapid Scroll Screen End - 1
 CTRL D First Alphabetical Screen

CUSTOMIZING FUNNELWRITER

(from ROM Newsletter, FEB.'87)

It has been said that FUNNELWRITER may be the most significant program written for the TI. One could argue this point but not easily dismiss it.

I have been working on getting FUNNELWRITER to support the utilities that I normally use. This is the first of a series on customizing FUNNELWRITER.

The first thing I wanted to do was to enable FUNNELWRITER to load FAST-TERM. When you press 5 on the main menu, one of the options that comes up for number 2 is MODEM. I could not find, however, what file name was needed. After a bit searching (using DISK UTILITIES), I found it: MD.

FAST-TERM comes with two files named UTIL1 and UTIL2. You must rename them (using DM1000) to MD and ME and then copy the files to your FUNNELWRITER disk. Change the names before copying because there already is a UTIL1 on the FUNNELWRITER disk and you do not want to overwrite it.

When you switch item 2 to DISK EDIT, FUNNELWRITER loads Disk Patch, or Disco. This is a bare bones disk sector editor. I wanted to load DISK UTILITIES so I removed Disco from my FUNNELWRITER disk, renamed the two DISK UTILITIES files (UTIL1 and UTIL2) to DP and DQ and copied them.

I did all of this renaming and copying on back-up copies. My originals are safe and unmodified. Always keep a master copy of important programs.