

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
В	9 8	FFFF83C9C3C983FF	ଇ	113	FFFFC39B9993C3FD
С	9 9	FFFFC19F9F9FC1FF	R	114	FFFF8399539399FF
D	100	FFFF83C9C9C983FF	ຽ	115	FFFFC19FC3F983FF
Ε	101	FFFF839F879F83FF	Т	116	FFFF81E7E7E7FF
F	102	FFFF839F879FFFFF	U	117	FFFF99999999C3FF
G	103	FFFFC19F9199C3FF	V	118	FFFF9999C3D3E7FF
Н	104	FFFF9999819999FF	ω	119	FFFF9999A581DBFF
I	105	FFFFC3E7E7E7C3FF	х	129	FFFF99C3E7C399FF
J	106	FFFFF3F3F393C7FF	Y	121	FFFF99C3E7E7E7FF
K	107	FFFFC9C3C7C3C9FF	Z	:22	FFFF81F3E7CF81FF
L	108	FFFFCFCFCFCFC3FF		: 32	FFFFFFFFFFFFFF
М	109	FFFFDB81A59999FF	:	<u></u> 33	FFETE7E7E7FFE7FF
N	110	FFFF9989819199FF	"	З4	FF939393FFFFFFFF
0	111	FFFF819999981FF	#	35	FFDB8iDBDB81DBFF
\$	36	FFE7019703502357	%	37	FF9D9BF7EFD9B9FF

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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 the wire connections, at the lower part of the from 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 ωill 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.

BAD MEMORY CHIP by JIM WEITZER

I recently had a problem with my TI console. I turned it on one day and found garbled characters and the color bars of the first screen were different. I pressed a key to advance to the next screen and was able to make out the numbers but the characters were still garbled. I made my selection and could go no further, because whatever key I used came up with a different character, it was frustrating. I proceeded to take apart the console to expose the TI board. I noticed that the board had been worked on before and that two memory chips (4116) had been replaced. All the memory chips were soldered to the board, so I unsoldered each chip carefully and bought new memory chips and gold sockets. - I soldered in the sockets and inserted the new memory chips. It worked great! I then tested each memory chip and found only one bad one. Then I placed the bad chip in each socket to see what it did to the first screen. The following information may be helpful in locating the bad chip:

MEMORY CHIPS 4116 PLACEMENT] [] [] [] [] [] [] [] [] []]1[]2[]3[]4[]5[]6[]7[]8[] [] [] [] [] [] [] [] [] [] [] []

Working with the first screen, if the bad chip is in: 1. You will get a red field and most of the characters will be garbled.

2. There will be white bar through the field and some of the characters will be garbled.

3. The color bars will appear normal, the numbers will be correct, and the words will be misspelled.

4. This one will have no characters, but the color bars will be normal.

5. The left quarter of the color bar will be characters and no numbers will be in the field.

6. Right three quarter color bar is good and all characters are different.

7. This will appear as a green field with some characters being correct.

8. Right three quarters of the color bar just characters. Left quarter normal with garbled characters.

I hope this article will cut down on the frustration of memory chips.

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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 GramKracker 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 GramKracker 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 lookingat 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.



```
100 B$=""
110 C$=""
120 DIM QUEST$(13), ANS$(13),
FLAG(13)
130 REM TITLE SCREEN
140 CALL CLEAR
150 CALL SCREEN(2)
160 PRINT TAB(5); "CHRISTMAS
CROSSWORD"
170 PRINT TAB(10); "BY T.I.N. 540 NEXT DELAY
                       .
180 PRINT ,,,,,,,,,,,,,,,,,,,,,,,,
, , , ,
190 CALL SCREEN(10)
200 FOR DELAY=1 TO 500
210 NEXT DELAY
220 CALL CLEAR
230 REM SECOND SCREEN
240 CALL SCREEN(2)
250 PRINT "THIS IS A SIMPLE
CROSSWORD"
260 PRINT "PUTZLE WITH CHRIS DOOR ORNAMENT
TMAS QUEST- '
270 PRINT "IONS AND CHRISTMA
S ANSWERS"
280 PRINT ""
290 PRINT "IF YOU DON'T KNOW
 THE ANSWER"
300 PRINT "JUST PRESS ENTER
AND THE"
310 PRINT "QUESTION WILL BE
ASKED AGAIN"
320 PRINT "AT A LATER TIME.
FOR ALL"
330 PRINT "TWO WORD ANSWERS
PLEASE"
340 PRINT "OMIT THE SPACE BE
TWEEN THEM."
350 PRINT "
THANK YOU"
360 PRINT "
SANTA"
370 PRINT ,,,,,,,,,,,,,
380 CALL SCREEN(4)
390 FOR DELAY=1 TO 3000
400 NEXT DELAY
410 REM THIRD SCREEN
420 CALL CLEAR
430 CALL SCREEN(2)
440 PRINT "GOT TO GET THE TR
EE"
450 PRINT "AND AS USUAL, THE
TREE TRUNK"
460 PRINT "WON'T FIT IN THE
STAND."
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470 PRINT 480 PRINT 490 PRINT "HANG ON WHILE I C UT" 500 PRINT "THE TRUNK DOWN TO SIZE." 510 PRINT ,,,,,,,,,,,, 520 CALL SCREEN(13) 530 FOR DELAY=1 TO 1000 550 REM READS QUEST, ANS, AN D 560 REM FLAG INTO ARRAYS 570 FOR Z=1 TO 13 580 READ QUEST\$(Z),ANS\$(Z),F LAG(Z) 590 NEXT Z 600 REM DATA FOR QUEST, ANS, AND FLAG 610 DATA MAILED GREETING, CAR D,1,MISTLETOE AND ?,HOLLY,1, 620 DATA JREATH, 1, RUDOLPH, RE INDEER, 1, FLAKEY WATER, SNOW, 1 , PRESENT, GIFT, 1 630 DATA FOLLOWS NOVEMBER, DE CEMBER, 1, ST NICK, SANTACLAUS, 1 640 DATA PLAYTHINGS, TOYS, 1, H ANGS ON TREE, DECORATION, 1, SA NTA'S HOME, NORTHPOLE, 1 650 DATA SANTA'S HELPER, ELF, 1, PULLED BY HORSE, SLEIGH, 1 660 REM DEFINE CHARACTERS FO R TREE 670 CALL CHAR(40, "FFFFFFFFF FFFFFF") 680 CALL CHAR(125, "FFFFFFFF FFFFFF") 690 CALL COLOR(2,13,13) 700 CALL CLEAR 710 REM DISPLAY TREE ON SCRE EN 720 FOR G=1 TO 24 730 READ A,B,C,D 740 CALL HCHAR(A,B,C,D) 750 NEXT G 760 REM DATA FOR CHRISTMAS T REE 770 DATA 1,16,40,2,2,15,40,4 ,3,14,40,6,4,13,40,8,5,14,40 ,6,6,13,40,8 780 DATA 7,12,40,10,8,11,40, 12,9,12,40,11,10,11,40,13,11 ,10,40,14,12,9,40,16

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 EΕ 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 KEM 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 5 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\$(2)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(2) = 01360 GOTO 1220 1370 REM RESTORE CURSOR POSI TION IF ANSWER IS INCORRECT 1380 RESTORE 920 1390 GOTO 950 1400 END



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 (V/2) files

ONCE GRAPHIC IS LOADED: SCREEN DUMP TO PRINTER 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 bo CHANGE GRAPHIC COLORS

COLOR	1	FOREGROUND	1	BACKGROUND	1
Black	· ; ·	1		SHIFT 1	ľ
Medium Green	1	2	1	SHIFT 2	;
Light Green	ł	З	ł	SHIFT 3	1
Dark Blue	ł	4	ł	SHIFT 4	1
Light Blue	ł	5	ł	SHIFT 5	ł
Dark Red	ł	6	1	SHIFT 6	1
Cyan	ł	7	Ľ	SHIFT 7	ł
Medium Red	ł	8	1	SHIFT 8	1
Light Red	ł	9	ł	SHIFT 9	ł
Dark Yellow	ł	а	ļ	Â	1
Light Yellow	ł	Ъ	ł	В	ł
Dark Green	ł	С	ł	С	ł
Magenta	ł	d	ł		I
Gray	ł	e	ł	E	1
White	ł	F	ł	F	1
	1		1		1

PRBASE COMMANDS

Δ	Add Fecord	L	Print Labels
1.1	ngg nggala	_	
В	Boot Data Base	Ν	Go to Screen #
С	Control Codes	۵	Program Options
D	Delete Record	Ρ	Print Screen
Ε	Edit Record	Q	Quit FREASE
F	Find String	R	Print Reports
G	Global Search	S	Sort Index
Н	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 Alphapetical Screen

CUSTOMIZING F.N.F. WRITER (from ROM Newsletter, FEB.'87)

It has been said that FUNNELWRITER may be the most significant program written for the II. 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 ccaes up for number 2 is MODEN. 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. FURNEL-RITER loads Disk Patch. or Disco. This is a pare bones disk sector editor. I wanted to load DISK UTILITIES so I recoved Disco from my FUNNELWRITER disk, renamed the two DISK UTILITIES Files (UTILI 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 unapdified. Always keep a master copy of important programs.