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Kankakee

GENEVE UPDATE (As at Feb. 16/88)  
by Jack Adams

Myarc has just recently mailed out, to those of us who have sent in our Geneve WARRANTY REGISTRATION forms, three diskettes of updated software.

- Diskette 1 - MYARC-DOS Version 1.01
- 2 - MYARC GPL Interpreter Version 0.99
- 3 - Cartridge saver; Multiplan Upgrade; MYWORD Processor Version 1.10

Apparently, no further upgrades are to be expected for Multiplan or Myword Processor. On testing MYARC-DOS, I have noticed that DSK5 cannot be formatted and therefore cannot be used unless you are working from GPL. In the GPL mode of operation, DSK5 is automatically formatted as double sided 720 sectors. Version 0.98 did not do this.

As promised, here is a brief review of MYARC's MYART.

This software is loaded directly from MYARC-DOS by simply entering MYART at the A> prompt for DSK1. The version in review is 1.0. Something that will help the first user immensely is a template that fits over the function keys. This template contains all the commands required from the key-board and the mouse and is available from Canaria Data Incorporated, 264 Weber St. W, Kitchener, Ontario, N2H 4A6.

I am writing this as a first user myself. I have tried TI-ARTIST previously and find MYART superior in ease of handling and in artwork in general. Much finer work can be expected of MYART. There are two resolution modes, 256 and 512. You should note here that if you start a picture in either mode, you cannot transfer one to the other without losing all your work. A picture saved in one mode will not load into the other mode from disk. Also note that if the diskette becomes full, there is no warning that this is occurring. You may end up with only part of your work saved. The saving routine stops when the diskette is full and no warning is given. It's best to check your diskette directory before using it.

#### 512 MODE

512 mode offers finer detail and ability to mix your own colours from the basic Red, Green, and Blue combinations. You may also choose from a palette of 16 colours that will be displayed at the bottom of the screen. The art work achievable with 512 is truly amazing. With zoom and control over the speed of movement of the icon, fine detail can be displayed easily. The pixel shape in this mode is a vertical rectangle; consequently, any circles drawn will be elliptical. Unfortunately there is no way to correct this.

#### 256 MODE

When MYART is first loaded, it is automatically in this mode of operation. This mode is identified by the fact that a multicoloured bar appears at the bottom of the screen. This bar contains 256 colours which are not all displayed at one time. The colour bar can, however, be moved left or right along the bottom of the screen by use of either the mouse or the arrow keys. The behaviour of the colour bar gives the appearance that it is on an endless drum. The pixel shape in this mode is square and the circles drawn are nearly circular (actually a little like horizontal ellipses).

#### IN GENERAL

There are 15 commands in all. A command is enacted whenever the first letter (usually) of the command is typed from the key-board. These commands will produce Boxes, Rectangles, Circles and Straight lines and allow free-hand sketches in any colour. They will also allow you to gain access to a Help File, to Load and Save, Format a disk, Cut and Paste, Type Text, Fill a space with a chosen colour, and provide several levels of Zoom.

By depressing CONTROL plus a letter, it is a simple matter to toggle between 512 and 256 mode, rotate text in 90-degree steps, clear the screen, display a disk directory, change the icon colour, and print what is on the screen. When printing the screen you have two sizes available, and you can print a picture in shades of grey or in outline only. (Sorry, I don't think colour printing is possible.)

The mouse has three buttons. One button toggles the colour palette, another controls the levels of zoom and erases the most recently produced line or product (depressing it a second time brings it back), and the third enables colour change and engages the activity desired on the screen. The speed of movement of the icon can be controlled in five stages by simply pressing the number keys 1 to 5. This is important, particularly when working on details while in zoom mode.

All in all, I feel that this is a super product that is available locally for about \$200 from any of the Geneve dealers listed in this bulletin.

### "Questions & Answers" by Bill Sponchia

Last month, I answered the question about whether it was possible to send printer command codes to the printer from Multiplan. I had stated that there was nothing in the manual about this but that I had heard that it could be done. Well, good news - I found out that this can be done. This information comes from Denis Deny, a former member (he has since deserted and gone "elsewhere").

The method involves using a disk sector editor and putting the information directly into the saved file. I know that it works, because I actually did it. The steps I used follow:

1. It is best to work with a freshly initialized diskette so that there is not a lot of other junk on it to confuse matters.
2. Load Multiplan, then type 10 A's into cell R1C1. This will just make it easier to find later. Save this template onto the blank diskette.
3. Using a disk sector editor (I used Disk + Aid), locate where this cell is saved. When I did it, it was on sector 24.
4. Edit the sector by typing in the printer codes you wish in place of the A's. You must input the change in Hexcode and for each "A" not used, replace with >20. For example, to set up condensed printing, you must input "0F"; double strike - 1B 47; etc.
5. Rewrite this sector to the diskette, and you have your Multiplan file which sends printer command codes.

Well, enough said on that topic, now onto a different subject.

Q - I changed the 12Mhz in my TI99/4A for a 14.3Mhz and it does increase the speed as expected, but when I try to send something to the RS232 I get garbage. Is it a problem of software or hardware? J.P. Dubois, Quebec

A - From Dave Hamm of Greenwood, Nova Scotia comes the answer. (Note: he says that this comes "off the top of his head" as he doesn't have his schematics with him - but just listening to him tells me that this is more than just a guess). The problem is hardware. When using the serial port of the RS232 card, the baud rate is determined by using the Mhz of the computer. Because you increased the Mhz, it calculated out an unusual baud rate (one that the machine doesn't recognize) and therefore the output is garbage. As for a solution required -- I'm sorry, but that would require a hardware change in the ROM in the RS232. Let us know if you figure out a way. This problem occurs only when you use your serial port. The parallel port of the RS232 should work okay.

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"IT" IS IN FOR ITSOF
   
By Steve Mehr
   
TOPICS - LA 99ERS - JAN. '88
   
=====

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PRINT-IT FIX FOR GENEVE
   
By Tom Freeman
   
TOPICS LA - 99ERS - Jan. '88
   
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WHAT? You've never heard of ITSOF? Maker of some of the finest software for the TI? I simply can't picture it! (Sorry Rodger). Well, does the name Rodger Merritt strike a familiar note? (I can list that program in three tokens)! Enough foolishness! In an article highlighting the events of the 99'Fest-west '87 held last May in Los Angeles, Peter Hoddie described **Print-It**. Rodger's first in his "IT" software line, as the Fairware alternative to Font Writer.

**Picture-It** companions **Print-It** beautifully with a wealth of features designed for use with TI-ARTIST instances. **Picture-It** contains these features:

**Banners** - Converts TI-Artist instances to be included in your banners. Converts TI-Artist fonts to be used in your banners as text! **Much more!**

**VIEW INSTANCES** - Converts TI-ARTIST instances to view on screen in either character or sprite mode. Character mode allows saving instances in Merge format to create an XB program! Sprite mode allows saving instance in Merge format to allow use of CALL LOAD's, included with **Picture-It**, to move entire instances all at once! Create that 112 character space ship and sloooooowly move it across the screen! (How's that Orson Welles)? **Much more!**

**TI-WRITER** - This is where **Picture-It** really excels in performance and usefulness! Converts instances so they can be output through the **TI-WRITER** formatter! The possibilities are endless! Create that graphic letterhead, use the include option of the formatter to include in your document, etc. **Much more!**

**CATALOG** - Several catalog options including a catalog sorted by file types created and used by **Picture-It**. Similar to the catalog option of **TI-ARTIST**. The title screen of **Picture-It** is a fine example of what a creative mind can do with this program. With **MAX-RLE** (not included, but available in the public domain) you can tap the wealth of graphic art from many other sources and convert it for use with **Picture-It**. Now for the best part. (The best part? I thought **THAT** was the best part! Shhhh! I think he's gonna tell us how much it costs). This complete graphics package can be yours for only \$10.00! That's right! To receive your copy right from the author (the only way to get it) send \$10.00 to Rodger at his address below. You'll be glad you did!

Rodger Merritt
   
1948 Evergreen Avenue
   
Fullerton, CA. 92635
   
(714)990-4577

The program mentioned above allows printing of TI\_Artist instances onto letterheads or banners among its capabilities. It appeared however that one could now load and view these instances using the Geneve. I used **DISKASSEMBLER** to figure out the source code and discovered one garbage line of code. It made no difference on the 4A, since it tried to write to console ROM, but on the Geneve this area of memory is only simulated ROM, in fact it is RAM, and the operating system soon got destroyed. The fix is as follows. Use a sector editor to find the location of the file. There are 72 data sectors. In the 70th of these sectors, in bytes >91-92 you will find 7FFF. Change this to 1000, and away you go!

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KANKAKEE TI USERS GROUP
   
BOARD MINUTES
   
February, 1988
   
by George Lempeotis
   
SECRETARY

Hello everybody, I hope spring comes soon and thaws out a few of our members. We might even see a few of them at an upcoming spring meeting.

As you can see we scraped up enough money to put out this newsletter, but it does not look good for the next newsletter in May. Our K\*3 TI Users Group is still holding at about 24 members, but our treasury is very low on funds. We need to sell some disk from the library and renew a few members, in order to put out the next newsletter in May. We will see what happens by April.

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# ~~FAST~~ ~~EXTENDED BASIC~~

LUCIE DORRIS

Two great events happen in March: TI-FEST and SPRING. I wished to do a little column on music, but was unable to find the score for Vivaldi's "Spring"; anyway, Tex is not very good at imitating violins. So I looked into my music books and found a little piece called "Spring Song", by Schulz (I don't know more about him, sorry).

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100 REM SPRING SONG (SCHULZ) / L. Dorais, Jan. 1988
110 REM > Title Display routine by David Fink
120 CALL CLEAR :: CALL SCREEN(4):: CALL MAGNIFY(2) ::
A$="SPRING SONG"
130 S=(6-INT(LEN(A$)/2))*16+32
140 R=(6-INT(LEN(A$)/2))*16+1
150 I=1 :: FOR C=S TO ((LEN(A$)-1)*16)+S STEP 16
160 CALL SPRITE(#I,ASC(SEG$(A$,I,1)),I+5,R,C)
170 R=R+16 :: I=I+1 :: NEXT C
180 DISPLAY AT(3,27):"BY":TAB(23);"SCHULZ"
190 LLB=123 :: LC=131 :: LD=147 :: LFS=185 :: LG=196 :: LB=247 ::
C=262
200 D=294 :: FS=370 :: G=392 :: A=440 :: B=494 :: HC=523 ::
HD=587 :: HE=659 :: DUM=1475
210 T=600 :: TD=T/4*3 :: V1=1 :: V2=5
220 GOTO 230 :: CALL CHAR :: CALL COLOR :: CALL SPRITE ::
CALL SOUND :: CALL MOTION :: CALL DELSPRITE :: !@P-
230 A$="0092D6FEFE7C3810" :: CALL CHAR(97,A$,104,A$,112,A$) ::
CALL CHAR(120,"10101092D6FE7C10",128,"FFFFFFFFFFFFFFFF")
240 CALL COLOR(9,16,4,10,14,4,11,5,4,12,13,4)
250 CALL SPRITE(#13,128,4,161,28,#14,128,4,161,60,#15,128,4,161,92)
260 DISPLAY AT(21,3):"a h p": " x x x"

270 CS(TD,HD,V1)
280 CS(T/4,B,V1)
290 CS(T/2,G,V1,LB,V2,LG,V2)
300 CS(T/2,G,V1)
310 CS(T/2,A,V1,C,V2,LD,V2)
320 CS(T/4,A,V1)
330 CS(T/4,B,V1)
340 CS(T,G,V1,LB,V2,LG,V2)
350 CS(T/4,40000,V1)
360 CALL MOTION(#13,1,0)
370 CS(T/4,HD,V1)
380 CS(T/4,B,V1)
390 CS(T/4,HD,V1)
400 CS(T/4,B,V1)
410 CS(T/2,G,V1,LB,V2,LG,V2)
420 CS(T/2,G,V1)
430 CS(T/2,A,V1,C,V2,LD,V2)
440 CS(T/4,A,V1)
450 CS(T/4,B,V1)
460 CS(T,G,V1,LB,V2,LG,V2)
470 CS(T/4,40000,V1)
480 CALL MOTION(#14,1,0)
490 CS(T/4,FS,V1)
500 CS(T/4,G,V1)
510 CS(T/4,A,V1)
520 CS(T/4,B,V1)
530 CS(T/2,HC,V1,D,V2,LFS,V2)
540 CS(T/2,A,V1)
550 CS(T/2,B,V1,D,V2,LG,V2)
560 CS(T/2,G,V1)
570 CS(T/2,A,V1,FS,V2,LD,V2)

580 CS(T/2,D,V1,LD,5)
590 CS(T/4,40000,V1)
600 CALL MOTION(#15,1,0)
610 CS(T/4,FS,V1)
620 CS(T/4,G,V1)
630 CS(T/4,A,V1)
640 CS(T/4,B,V1)
650 CS(T/2,HC,V1,D,V2,LFS,V2)
660 CS(T/2,A,V1)
670 CS(T/2,B,V1,D,V2,LG,V2)
680 CS(T/2,G,V1)
690 CS(T/2,A,V1,FS,V2,LD,V2)
700 CS(T/2,D,V1,LD,5)
710 CS(T/4,40000,V1)
720 CS(TD,B,V1,G,V1)
730 CS(T/4,HC,V1,A,V1)
740 CS(T/2,HD,V1,B,V1,LG,V2)
750 CS(T/2,HD,V1,B,V1,LG,V2)
760 CS(TD,B,V1,G,V1)
770 CS(T/4,HC,V1,A,V1)
780 CS(T,HD,V1,B,V1,LG,V2)
790 CS(T/4,40000,V1)
800 CS(T/3,HE,V1,LC,V2)
810 CS(T/3,HC,V1)
820 CS(T/3,A,V1)
830 CS(T/3,HD,V1,LLB,V2)
840 CS(T/3,B,V1)
850 CS(T/3,G,V1)
860 CS(T/3,HC,V1,LD,V2)
870 CS(T/3,A,V1)
880 CS(T/3,FS,V1)

890 CS(T*1.2,G,V1,1475,30,1475,30,-4,1)
900 DISPLAY AT(24,3):"AGAIN? Y" :: CALL DELSPRITE(#13,#14,#15)
910 ACCEPT AT(24,11)VALIDATE("YN")SIZE(-1):A$ :: IF A$="N" THEN END
920 DISPLAY AT(24,1):"" :: GOTO 250

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# MORE BOX-DOTS

```

680 CALL HCHAR(I,J,103)
690 GOSUB 910 :: D=E :: I=I-1 :: GOSUB
    910 :: E=D+E ! CHECK FOR BOX AT I
    ,J AND I-1,J
700 GOTO 810
710 REM VERTICAL
720 I=INT((I+7)/8):: J=C/8 :: CALL GCH
    AR(I,J,C)
730 IF C<>100 THEN 770
740 CALL HCHAR(I,J,102)
750 J=J+1 :: GOSUB 910 ! CHECK FOR BOX
    AT I,J+1
760 GOTO 810
770 IF C<>101 THEN 540
780 CALL HCHAR(I,J,103)
790 GOSUB 910 :: D=E :: J=J+1 :: GOSUB
    910 :: E=D+E ! CHECK FOR BOX AT I
    ,J AND I,J+1
800 GOTO 810
810 REM TURN FINISHED ?
820 IF E=0 THEN 890
830 IF (A+B)<Z THEN 540
840 DISPLAY AT(24,17):"AGAIN? Y/N" ::
    FOR I=1 TO 6 :: CALL SOUND(200,220
    #2^I,0):: NEXT I
850 ACCEPT AT(24,24)SIZE(-1)VALIDATE("
    YNyn"):W$
860 CALL DELSPRITE(ALL):: T=T-(T=1)+(T
    =2)
870 IF (W$="Y")+(W$="y")THEN 180
880 CALL CLEAR :: CALL CHARSET :: DISP
    LAY AT(12,3):"THANKS FOR PLAYING.
    WR" :: STOP
890 CALL COLOR(#T,1,#(T+2),1):: T=T-(T
    =1)+(T=2):: GOTO 520
900 STOP
910 REM CHECK FOR BOX
920 CALL GCHAR(I,J,E):: E=(E=103):: IF
    E=0 THEN 980
930 CALL GCHAR(I,J-1,E):: E=(E=102)+(E
    =103)+(E=104)+(E=112):: IF E=0 THE
    N 980
940 CALL GCHAR(I+1,J,E):: E=(E=101)+(E
    =103)+(E=104)+(E=112):: IF E=0 THE
    N 980
950 CALL HCHAR(I,J,96+T#8)
960 A=A-1*(T=1):: B=B-1*(T=2):: E=1
970 GOSUB 990
980 RETURN
990 REM SCORE
1000 A$=STR$(A):: B$=STR$(B):: W$=STR$(
    Z-A-B)
1010 DISPLAY AT(24,3):"i="&SEG$(" "SA$
    ,LEN(A$),3)&" q="&SEG$(" "SB$,LE
    N(B$),3)&" AVAIL="&SEG$(" "SW$,L
    EN(W$),3)
1020 RETURN

```

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1030 REM SET-UP DOTS
1040 DISPLAY AT(1,11):"BOX-DOTS"
1050 FOR I=3 TO 23 :: DISPLAY AT(I,1):R
    PT$("d",26):: NEXT I
1060 RETURN
1070 SUB BOXES(A$)
1080 B$="FF" :: H$="0123456789ABCDEFF"
1090 FOR I=4 TO 16 STEP 2
1100 B$=B$&SEG$(A$,I-1,1)
1110 FOR J=1 TO 16 STEP 2
1120 IF SEG$(A$,I,1)=SEG$(H$,J,1)THEN B
    $=B$&SEG$(H$,J+1,1):: GOTO 1140
1130 NEXT J
1140 NEXT I
1150 A$=B$
1160 SUBEND
1170 END

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If we miss the the next newsletter remember we will still have the meeting at the same time and place, third saturday of the month at 1:00pm to 4:00pm in the Bourbonnais Muncipal Center. We will be having meeting throughout the summer months May thru August. If we miss the May newsletter, the next one will be in September. We had planned to skip the summer newsletter in July. I see na upcoming problems in raising enough money over the summer to put out the newsletters in the fall [ September and November ].

The March 19, 1988 meeting will feature a demo by George Lempeotis of Commmand DOS written by Monty Schmidt from Ryte Data. The April 16, 1988 meeting will feature a demo of the adventure game Legends from Asgard Software by Glen Flowers.

I hope you will make the next few meetings and buy some disks [ \$5.00 for 10 ] or renew your membership [ \$5.00 a year ], support your users group and keep our fine newsletter going. Come to the next meeting and find out what is happening with the our group and the II. Hope to see you at the next meeting.

# BOX-DOTS

By Wesley R. Richardson

```

100 REM BOX-OOTS
110 REM TI-99/4A EXTENDED BASIC WITH J
    OYSTICKS, TWO PLAYER GAME
120 REM WESLEY R. RICHARDSON, NOV 198
    7
130 REM BLUEGRASS 99 COMPUTER SOCIETY,
    INC.
140 REM VARIABLES A, A$, B, B$, C, D, E, H$, I
    , J, M, N, P, Q, R, S, T, W$, Z
150 CALL CLEAR :: CALL SCREEN(6):: FOR
    I=0 TO 12 :: CALL COLOR(I,16,1)::
    NEXT I
160 CALL CHAR(100,"0100000000000000FF0
00000000000000101010101010101FF010
10101010101")! BORDERS
170 T=1 :: CALL CHAR(98,RPTS("F",16),9
9,"3030FCFC303000")! CROSS
180 REM RESTART POINT
190 GOSUB 1030
200 DISPLAY AT(6,3):"PRESS ALPHA LOCK
DOWN"
210 DISPLAY AT(9,3)SIZE(-18):"PLAYER #
1 INITIAL?" :: ACCEPT AT(9,22)SIZE
(1)VALIDATE(UALPHA):A$
220 IF LEN(A$)=0 THEN 210
230 DISPLAY AT(12,3)SIZE(-18):"PLAYER
#2 INITIAL?" :: ACCEPT AT(12,22)SI
ZE(1)VALIOATE(UALPHA):B$
240 IF LEN(B$)=0 THEN 230
250 A=ASC(A$):: B=ASC(B$):: IF B<>A TH
EN 270
260 DISPLAY AT(13,3):"LETTER OTHER THA
N "&A$ :: GOTO 230
270 DISPLAY AT(6,1):RPTS("d",26):: DIS
PLAY AT(15,3):"PUT ALPHA LOCK UP"
:: DISPLAY AT(16,3):"THEN PRESS EN
TER"
280 CALL KEY(0,I,J):: IF J=0 THEN 280
290 CALL CHARPAT(A,A$,B,B$):: CALL CHA
R(105,A$,113,B$)
300 RESTORE :: FOR I=1 TO 15 :: READ W
$ :: DISPLAY AT(I+4,1):W$ :: NEXT
I
310 DATA "BOX-OOTS IS PLAYED BY TWO","
PLAYERS. EACH TRIES TO GET","THE
MOST NUMBER OF BOXES"
320 DATA "WITH HIS LETTER IN IT.",",",",
PLAYERS TAKE TURNS USING","JOYSTIC
KS TO MOVE THEIR"
330 DATA "CURSOR, AND THE FIRE BUTTON"
,"TO DRAW IN A LINE.",",",",YOU MUST
DRAW AT LEAST ONE"
340 DATA "LINE ON EACH TURN, AND AFTER
","COMPLETING A BOX.",",",",HIGH SCO
RE WINS."
350 CALL BOXES(A$):: CALL BOXES(B$)
360 DISPLAY AT(21,8):"PRESS ANY KEY" :
: CALL SOUND(200,1760,0)
370 CALL CHAR(104,A$,112,B$)
380 CALL KEY(0,I,J):: IF J=0 THEN 380
390 GOSUB 1030 :: A=0 :: B=0 :: M=20 :
: N=25
400 CALL SPRITE(#1,99,1,80,80,#2,99,1,
80,170,#3,98,1,185,25,#4,98,1,185,
81)
410 DISPLAY AT(10,1):"VERTICAL SIZE
(1-20)?" ; M :: DISPLAY AT(12,1):"HO
RIZONTAL SIZE (1-25)?" ; N
420 ACCEPT AT(10,25)SIZE(-2)VALIDATE(N
UMERIC):M :: M=INT(M):: IF (M<1)+(
M>20)THEN 410
430 ACCEPT AT(12,25)SIZE(-2)VALIOATE(N
UMERIC):N :: N=INT(N):: IF (N<1)+(
N>25)THEN 410
440 P=13+8*INT((21-M)/2):: Q=174-8*INT
((20-M)/2)
450 R=21+8*INT((26-N)/2):: S=222-8*INT
((25-N)/2)
460 Z=INT(M*N):: GOSUB 1030
470 FOR I=3 TO INT((25-M)/2):: CALL HC
HAR(I,3,32,26):: NEXT I
480 FOR I=24-INT((20-M)/2)TO 23 :: CAL
L HCHAR(I,3,32,26):: NEXT I
490 FOR J=3 TO INT((30-N)/2):: CALL VC
HAR(3,J,32,21):: NEXT J
500 FOR J=29-INT((25-N)/2)TO 28 :: CAL
L VCHAR(3,J,32,21):: NEXT J
510 GOSUB 990
520 REM MAIN LOOP
530 CALL COLOR(#T,9+T,#(T+2),9+T)
540 CALL JOYST(T,I,J):: CALL MOTION(#T
,-J-J,I+I)
550 CALL KEY(T,I,J):: IF J=0 THEN 540
560 IF I<>18 THEN 540
570 CALL MOTION(#T,0,0):: CALL POSITIO
N(#T,I,J):: IF (I<P)+(I>Q)+(J<R)+(
J>S)THEN 540
580 I=I+3 :: J=J+3
590 O=8*INT((I+3)/8)+1 :: C=8*INT((J+3
)/8):: E=ABS(I-O)-ABS(J-C):: IF E=
0 THEN 540
600 IF E>0 THEN 710
610 REM HORIZONTAL
620 I=(O+7)/8 :: J=INT((J+7)/8):: CALL
GCHAR(I,J,C)
630 IF C<>100 THEN 670
640 CALL HCHAR(I,J,101)
650 I=I-1 :: GOSUB 910 ! CHECK FOR BOX
AT I-1,J
660 GOTO 810
670 IF C<>102 THEN 540

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INSTANCE PRINTER

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100 !INSTANCE PRINTER
    BY ROBERT COFFEY JR.
200 CALL INIT
210 CALL LOAD(8194,38,214,63
,248)
220 CALL LOAD(16376,77,73,82
,65,67,76,38,40)
230 CALL LOAD(9748,0,0,0,0,0
,0,0,0,0,0,0,0,4,0,6,0,3,0
,7)
240 CALL LOAD(9768,2,224,36,
244,4,204,2,11,37,21,2,2,38,
20,2,3,0,6,4,192)
250 CALL LOAD(9788,2,1,0,1,4
,32,32,12,4,32,32,24,18,184,
204,160,131,74,5,129)
260 CALL LOAD(9808,6,3,22,24
6,2,3,1,0,5,67,2,5,0,7,8,19,
4,196,2,9)
270 CALL LOAD(9828,3,0,2,6,0
,7,9,41,193,198,2,39,255,255
,194,39,38,20,66,3)
280 CALL LOAD(9848,194,8,19,
1,161,9,6,70,21,244,195,96,3
8,28,6,13,10,29,4,206)
290 CALL LOAD(9868,195,197,6
3,160,38,30,195,207,19,2,2,4
5,0,4,195,109,38,32,163,13)
300 CALL LOAD(9888,6,196,222
,196,6,13,22,253,6,5,17,1,16
,216,6,204,216,12,37,20)
310 CALL LOAD(9908,4,192,2,1
,0,7,2,2,37,20,216,32,38,32
,131,124,4,32,32,16)
320 CALL LOAD(9928,216,32,38
,32,131,124,2,224,131,224,4,
96,0,112)
330 DIM F(32,8),P$(32)
340 T=1 :: ESC$=CHR$(27):: L
F$=ESC$&"3" :: ZERO$=CHR$(0)
350 CALL CLEAR :: CALL HCHAR
(24,1,30,64):: CALL VCHAR(1,
32,30,48):: DISPLAY AT(3,4):
"INSTANCE PRINTER V1.6": "";"
    BY ROBERT COFFEY JR."
360 DISPLAY AT(7,4):"ASSEMBL
Y SUB ROUTINE": "";"    BY HAR
RY WILHELM"
370 DISPLAY AT(15,4):"INSTAN
CE:DSKI 1." :: ACCEPT AT(15,
17)SIZE(-1):DRIVE :: ACCEPT
AT(15,20)SIZE(-8):NAME$ :: F
ILE$="DSK"&STR$(DRIVE)&". "&N
AME$
380 DISPLAY AT(13,7):"(1) DO
UBLE DENSITY": "";"    (2)
QUAD DENSITY"
390 CALL KEY(0,K,S):: IF K<4
9 OR K>50 THEN 390 ELSE DENS

```

```

ITY=VAL(CHR$(K)):: CALL HCHA
R(DENSITY*2+11,7,42):: DISPL
AY AT(18,14):"WORKING..."
400 STRIKE=DENSITY+T :: LF=2
1*(STRIKE/3)+T :: FILLER=64*
DENSITY :: TEMP=4/DENSITY
410 OPEN #1:"PIO.CR.LF" :: O
PEN #2:FILE$&"_I",INPUT :: I
F DENSITY=1 THEN FORMAT$=ESC
$&"L"&CHR$(192)&CHR$(3)ELSE
FORMAT$=ESC$&"Z"&CHR$(128)&C
HR$(7)
420 PRINT #1:ESC$;"@";
430 INPUT #2:WIDTH,LENGTH ::
J=(32-WIDTH)*(13*DENSITY)
440 FOR A=T TO LENGTH :: FOR
B=T TO WIDTH :: INPUT #2:F(
B,1),F(B,2),F(B,3),F(B,4),F(
B,5),F(B,6),F(B,7),F(B,8)::
NEXT B
450 FOR Z=T TO 5 STEP 4
460 FOR B=T TO WIDTH :: P$(B
)=" "
470 CALL LINK("MIRACL",F(B,Z
+3),F(B,Z+2),F(B,Z+1),F(B,Z)
,DENSITY,TEMP,P$(B))
480 NEXT B
490 FOR ZZ=T TO STRIKE :: IF
ZZ=STRIKE THEN PRINT #1:LF$
;CHR$(LF);ELSE PRINT #1:LF$;
CHR$(T);
500 PRINT #1:FORMAT$;RPT$(ZE
RO$,FILLER):: CALL SPACE((J
),ZERO$)
510 FOR B=T TO WIDTH :: PRIN
T #1:P$(B);:: NEXT B :: CALL
SPACE((J),ZERO$):: PRINT #1
:RPT$(ZERO$,FILLER);CHR$(10)
:: NEXT ZZ
520 NEXT Z :: NEXT A
530 PRINT #1:ESC$;"@" :: CLO
SE #1 :: CLOSE #2
540 CALL HCHAR(5,T,32,500)::
DISPLAY AT(11,12)BEEP:"DONE
!" :: DISPLAY AT(15,5):"PRIN
T ANOTHER? (Y/N)"
550 CALL KEY(0,K,S):: IF S=0
THEN 550 ELSE S=POS("YyNn",
CHR$(K),1):: IF S=0 THEN 550
ELSE IF S<3 THEN 350
560 CALL CLEAR :: END
570 !
580 SUB SPACE(J,ZERO$)
590 IF J<255 THEN PRINT #1:R
PT$(ZERO$,J);ELSE PRINT #1:R
PT$(ZERO$,255);:: J=J-255 ::
GOTO 590
600 SUBEND

```

# ARTIST+GraphX

This month's software review is focused on a unique card making program by A.K.KIDDOO -"ARTIST+GRAPHX."

Unlike PRINTWIZARD (reviewed last month) and CSGD card making programs, this package prints borders, graphics, and/or text on all four sides of the card. (See attached card sample). Everything is formatted out of TI-ARTIST. ARTIST Instances and/or converted GRAPHX pictures are utilized. The package includes files with 7 pre-made border pairs, a demonstration file, a template for designing your own 4 fold, bifold, full page cards, and a prepared top only border for your experimentation.

When you purchase the program, you may wish to refer to the following steps to help you get started quicker.

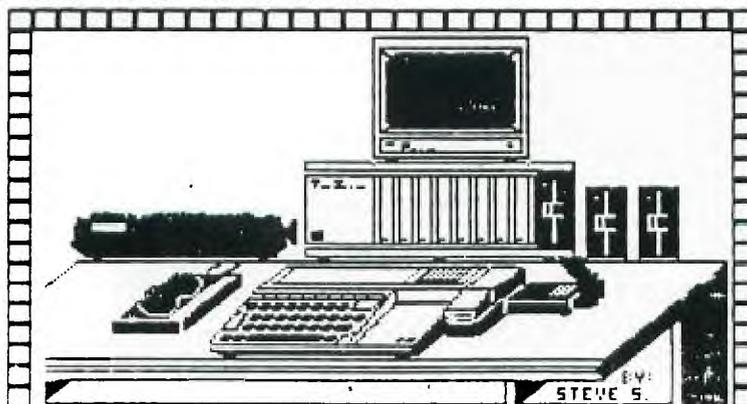
To use the program, boot TI-ARTIST. From the main menu, press "S" icon. Load one of the pair of borders (1-7). Do a FCTN + and go to the ENHANCEMENTS MENU. Don't worry, your screen data is not lost. Now, press "S" for Slides; press #6 to load an Instance of your choice. Place Instance on left side of screen. You will see a blank (not really blank) square pulsating; press the letter "T" from the keyboard. Hold it there to observe how the Instance lines up inside your border. If you like where your Instance is positioned, press ENTER. Hit Space Bar to return to "Move without Color" Menu. Press "M", or place the cross-hair on that function and press the fire button. Hit Space Bar. Place cross-hair on bottom left of the Instance. Press and hold fire-button; completely box in (from bottom to top) your Instance using the joystick. Press fire-button. The Instance appears to have disappeared, not so! Press "T." Look at that! The Instance has been flipped up-side down. If you like it right there, hit ENTER; if not, move pulsating square up and/or down or hit the space bar to start over. Hit space bar. Go to "Slides", if you wish to load another Instance, or go to "Alpha Numeric" to load a desired font style. Whatever you add, (Instance or Message) remember to flip and view by pressing "T." When you are done with both sides of the screen, save to disk (as a screen) and/or print.

Do a FCNT + to return to main TI-ARTIST Menu. When you print, be sure your paper is near the printer head; and do not advance or adjust your paper. Start the process all over again choosing the new border pair, Instance(s), and message for the inside of the card. DO NOT FLIP the second pair.

I highly recommend this program for those who wish to make a 4 fold greeting card easily and inexpensively.

The main program is \$10.00. There are also available 2 Companion programs. These "Companions" contain more prepared borders, Instances, and templates. They cost \$6.00 each or both for \$10.00.

Mr. KIDDOO has come up with another great use for TI-ARTIST. Great work! His address is: 120 Boys City Dr., Winona Lake, IN 46590. Tell him you read about his program in the NOVA NEWSLETTER. HAPPY TI-ING! JIM LUQUE.

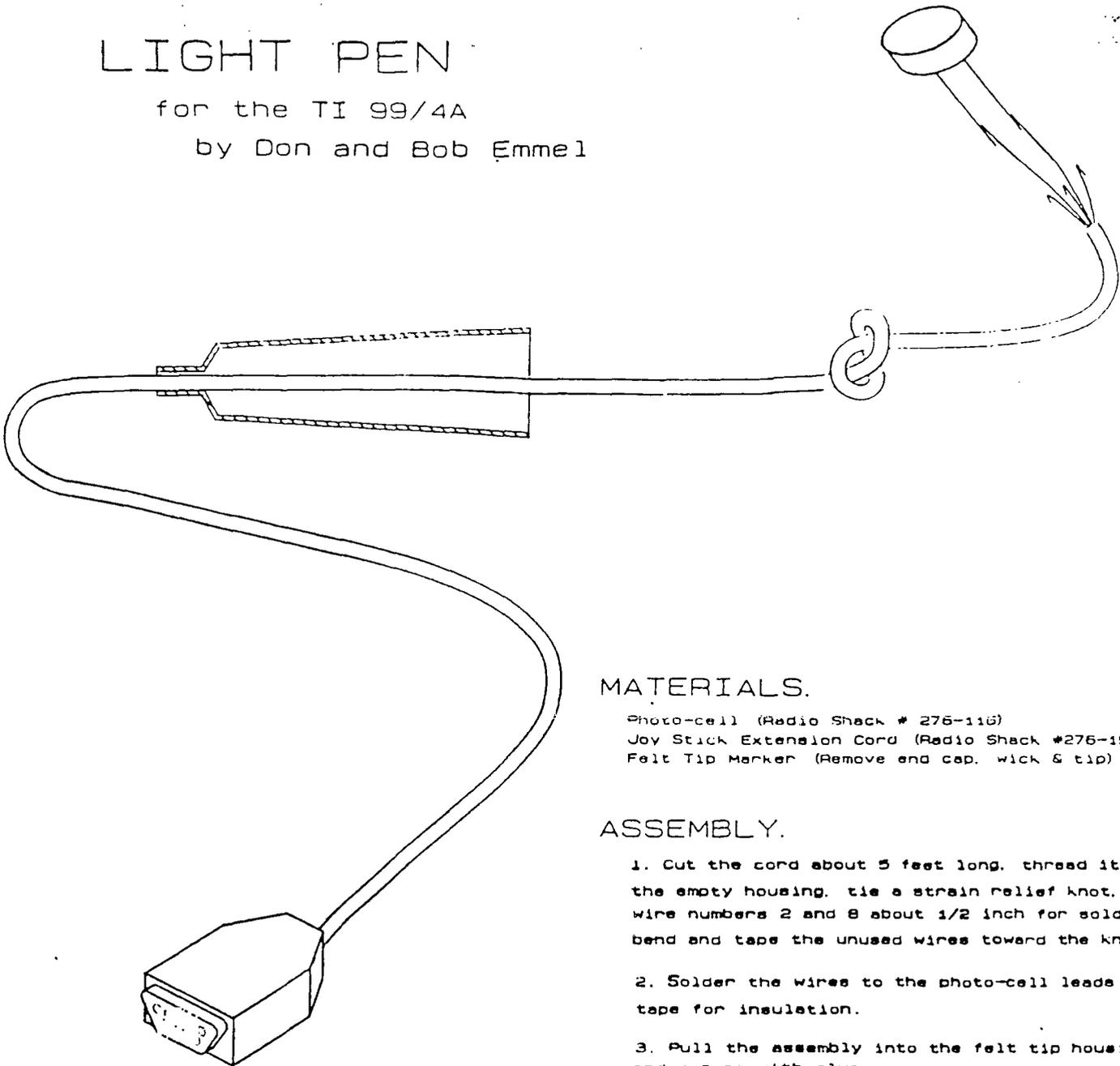




# LIGHT PEN

for the TI 99/4A

by Don and Bob Emmel



## MATERIALS.

- Photo-cell (Radio Shack # 275-116)
- Joy Stick Extension Cord (Radio Shack #275-1978)
- Felt Tip Marker (Remove end cap, wick & tip)

## ASSEMBLY.

1. Cut the cord about 5 feet long, thread it thru the empty housing, tie a strain relief knot, strip wire numbers 2 and 8 about 1/2 inch for soldering bend and tape the unused wires toward the knot.
2. Solder the wires to the photo-cell leads and tape for insulation.
3. Pull the assembly into the felt tip housing and secure with glue.

## PROGRAM.

Pins 2 and 8 will give a -4 on CALL JOYST 2, X, Y (Y=-4)

## CAUTION:

If you are uncomfortable with this project, take it to an electronic technician for check out.

