

KC 99'er

CONNECTION

A KANSAS CITY PUBLICATION



Handwritten initials 'L'.

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APRIL EDITION OF KC 99'er CONNECTION

#####
|#
|#
|# FOURTH ANNUNAL SWAP-N-SHOP
|#
|#
|# SUNDAY - APRIL 10 1988
|# 2:00 P.M.
|# Arthur Mag Center behind M.R.I.
|# Volker Boulevard & Rockhill Road
|#
|#
|# DOOR PRIZES UNTIL WE RUN OUT
|# TELL YOUR FRIENDS AND BRING
|# THEM ALONG ALSO
|#
|#
|# ADMISSION -- \$2.00
|#
|#####

VIDEOFLEX CARD...

Mfg. by Dave Miller of Miller Communications and sold by:
Queen Anne Computer Shoppe...

Hardware Needed:

Geneve 9640.....G.A.C.Shoppe price: \$495.00

VidéoFlex Xpansion System (220 Watts of Power, produced by Miller
Communications and Sold by Queen Anne Computer Shoppe..for \$329.95

Ds/Dd Controller Card

at least 1 Ds Dd Floppy Drive

RS232 for your printer

Monitor of high res ANALOG, we sell the Magnavox 873 for \$550.00 at the
G.A.C.S..cable extra charge..

VIDEOFLEX by Dave Miller
Seattle, Washington

You've probably read magazine articles about recording the output of your computer on your video recorder. It is NOW POSSIBLE to not only record your computer output but COMBINE both appliances into a powerful presentation GRAPHICS ENVIRONMENT.

Whether your NEED is simply to MAKE PROFESSIONAL LOOKING HOME VIDEO MOVIES or BROADCAST QUALITY PRODUCTIONS..the solution to your creative problems has arrived..."VIDEOFLEX."

It is a CARD designed to work with the GENEVE 9640 by MYARC, Inc., computer, and allows incredibly powerful GRAPHICS or ANIMATION to be combined with incoming video from another VCR, your television, a second computer or any source of composite video. The HIGH RESOLUTION GRAPHICS routines are SUPERIMPOSED or OVERLAYED on top of the incoming signal.

To give you an EXAMPLE: Television broadcasts are filled with graphics or titles SUPERIMPOSED OVER ACTION. VIDEOLFLEX allows you to do similar effects at home or in a studio environment. A complete specification list is attached. Once your VCR and Computer (9640) are connected, you bring a totally new graphics world to both devices. The power of PROFESSIONAL PRESENTATION GRAPHICS is now AFFORDABLE for SCHOOLS, INDUSTRIAL TRAINING, HOME VIDEO MOVIES and SMALL VIDEO PRODUCTION COMPANIES. Studies by Sony and other major video manufacturers have shown that video learning significantly reduces the time required to teach skills because actual events can be shown in HIGH SPEED. The event can be repeated as often as necessary for better retention.

VIDEOFLEX offers another tool for creating graphic images. The ANALOG SIGNAL coming from your television or VCR can be converted by a digitize function to store images on your computer, one frame at a time. The resolution of such images depends on the amount of memory available for storage. It REQUIRES 2 MEGABYTES OF MEMORY PER FRAME TO STORE A BROADCAST QUALITY IMAGE in FULL COLOR while a BLACK AND WHITE digitized image in low resolution can be stored within 48K or less. We are currently researching what the public wants in this area and hardware requirements needed to work with the V9938 VIDEO DISPLAY PROCESSOR IN THE GENEVE 9640. Input from you will decide the final direction this effort will take. Powerful VIDEOLFLEX software is being incorporated into the product to accomodate the digitize process which is partially utilized by the chip itself. It will require additional circuitry to maintain a high quality image th is properly synchronized to the computer system and VIDEOLFLEX CARD.

Once the digitized images are within memory, VIDEOLFLEX can manipulate them through PAINTBOX FUNCTIONS for ANIMATION EFFECTS or NEW GRAPHIC SCENES. An interesting effect is combining real images frames of video with computer designed screens to deliver a surreal effect to the viewer. By now it should be obvious to you that the creative possibilities are endless.

Following is a partial list of VIDEOLFLEX function that will be accessed through the use of pull-down windows and a Geneve 9640 Mouse.

CHARACTER GENERATOR:

- Load Font(Foreground and Screen Color Select
- Type(complete justification options)
- Display available Fonts(Half Screen Window Bottom)
- Save Page(Numerical Sequence)
- Page Auto Sequence (speed control)
- Vertical Scroll Page or Linked Pages(Half or Full Screen)
- Horizontal Scroll Page or Pages(Single Line Only)
- Input Graphics or Clip-Art(Directory)
- Flash(Use Control-F and arrow keys to highlight area to be used
- Fade(Entire Screen or individual lines)
- Shrink(Entire Page Only)
- Flip(Selective Area by Screen)
- Test Patterns

****Note**** Full integration on screen(static and movable characters must exist on screen simultaneously)

SPECIAL EFFECTS GENERATOR:

- Black Screen
- Fade(Screen Image Disappears Slowly allowing external composite video to show through. Toggle function so process can be reversed..external video slowly replaced by graphics image.)
- Wipes including keyhole effect
(In Wipes solid color moves across screen which must be transparent. In Keyhole wipe circle must be transparent with solid color fill doing the motion.)
- Dissolve (Characters or Graphics slowly fade out while new image fades in at same time.
- Special Kaleidoscope and Motion Graphics for integration with live picture or used to frame external image.
- Screen disintegration(Characters or image breaks into pieces then flies away.
- Magnify/Shrink
- Rainbow colors or marquee effect inside hollow letters(motion)
- 3D Effect
- Shadow Image
- Picture Frame
- Live Inserts utilizing mouse or keys to manipulate image movement.
- Select Page from Character Generator
- Image Flip
- Image Rotate

GRAPHICS INTERFACE:

- Drawing Function
- Mydraw Input
- Generic Graphics Input
- MYWORD Connection-combine with graphics images
- Digitize Function
- Rs232 Input Graphics Tablet
- Mouse Input Graphics Tablet
- Clipart Storage C1 Series files
- Instance storage S1 Series files

All pictures must use names for files

- Sound Input from Geneve 9640 audio generator
- Animation Function (sequenced frames)

HARDWARE SPECIFICATIONS:

- High Resolution RGB converted to broadcast quality NTSC Composite Video
- 256 Colors per screen in 512x212 resolution
- 16 Colors per screen in 512x424 resolution
- BNC or RCA connectors for input and output
- Video intensity for overlay fully controlled by pots
- Compatible with external digitizer for CAD
- Full engineer specs. available upon request
- Ready for installation in rack-mount switcher system
- Designed by VIDEO PROFESSIONALS..

EXPANSION INTO THE 994A/GENEVE 9640/PC COMPATIBLE/VIDEOFLEX WORLD..AT ITS FINEST!!

Thanx for the inquiry,
Barb Wiederhold
Queen Anne Computer Shoppe

Specializing in the TI994/Atm, Myarc, Inc. GENEVE 9640, Miller Communications
V.X.S. VideoFlex Xpansion Sysytem, designed by Phil Jordan
6102 Roosevelt Way N.E., Seattle, Washington, 98115
Ph: (206)522-6558, (206)622-9400
BBS: (206)361-0895 at 300/1200 Baud 24 hrs per day..

THE BLOODBANK

Walter H. Blood
2032 North 32nd Street
Kansas City, Kansas 66104

APRIL 1988

Here's another poster of one of
our friends from the Peanuts cartoon
strip. Hang in there!

~~~~~

```
100 REM PEANUTS #5
110 REM SNOOPY-HANG ON TROOPS
120 OPEN #1:"PIO"
130 M$=CHR$(79)
140 FOR L=1 TO 8
150 GOSUB 480
160 NEXT L
170 FOR L=1 TO 4
180 PRINT #1
190 NEXT L
200 FOR L=1 TO 11
210 GOSUB 610
220 NEXT L
230 M$=CHR$(88)
240 FOR L=1 TO 42
250 GOSUB 480
260 NEXT L
270 FOR L=1 TO 9
280 GOSUB 610
290 NEXT L
300 FOR L=1 TO 12
310 GOSUB 480
320 NEXT L
330 FOR L=1 TO 8
340 PRINT #1
350 NEXT L
360 M$=CHR$(79)
370 FOR L=1 TO 8
380 GOSUB 480
390 NEXT L
400 FOR L=1 TO 4
410 PRINT #1
420 NEXT L
430 FOR L=1 TO 8
440 GOSUB 480
450 NEXT L
460 CLOSE #1
470 STOP
480 P$=""
490 READ N
500 FOR I=1 TO N
510 READ A,B
520 FOR J=1 TO A
530 P$=P$&CHR$(32)
540 NEXT J
```

```
550 FOR J=1 TO B
560 P$=P$&M$
570 NEXT J
580 NEXT I
590 PRINT #1:TAB(3);P$
600 RETURN
610 P$=""
620 READ N
630 FOR I=1 TO N
640 READ A,B,C
650 FOR J=1 TO A
660 P$=P$&CHR$(32)
670 NEXT J
680 FOR J=1 TO B
690 P$=P$&CHR$(C)
700 NEXT J
710 NEXT I
720 PRINT #1:TAB(3);P$
730 RETURN
740 DATA 8,18,3,3,2,4,2,4,3,6,3,4,4,5
,2,4,2,8,17,5,2,3,3,2,3,5,4,5,3,6,3,2
,4,2
750 DATA 12,16,2,3,1,2,4,2,2,2,2,3,2,
2,2,3,2,2,2,2,3,3,2,2,0
760 DATA 10,17,3,4,2,1,2,1,2,2,2,3,2,
2,2,3,2,2,6,5,4
770 DATA 10,18,3,3,2,1,2,1,2,2,2,3,2,
2,2,3,2,2,4,8,2
780 DATA 10,16,1,3,2,2,2,2,4,2,2,3,2,
2,2,3,2,2,2,10,2
790 DATA 7,16,5,3,2,3,3,3,5,4,5,3,2,1
0,2,7,17,3,4,2,4,2,4,3,6,3,4,2,10,2
800 DATA 1,49,9,88,1,45,17,88,1,40,24
,88,3,38,3,88,1,6,88,10,8,88
810 DATA 4,35,4,79,2,5,88,3,7,79,3,9,
88,4,34,5,79,3,2,88,3,10,79,2,10,88
820 DATA 4,33,5,79,3,2,88,3,11,79,2,1
2,88,4,32,5,79,3,2,88,3,11,79,3,12,88
830 DATA 5,31,5,79,4,2,88,2,11,79,3,1
,88,1,13,88,5,30,4,79,5,2,88,4,8,79,4
,1,88,3,12,88
840 DATA 7,30,1,88,6,1,88,3,1,88,4,4,
79,5,2,88,3,1,88,1,12,88
850 DATA 6,30,5,1,1,1,4,1,4,2,11,3,11
,8,14,12,1,4,2,3,1,2,2,2,3,3,2,9,4,10
860 DATA 6,9,3,14,2,5,3,4,4,8,9,7,7,6
,7,3,21,5,3,4,10,7,3,2,3,7
870 DATA 6,5,3,22,6,2,5,11,5,2,5,2,7,
6,3,3,24,5,3,4,12,5,2,6,2,7
880 DATA 6,2,3,26,3,5,2,14,3,2,7,2,7,
4,1,3,51,3,2,7,2,7
890 DATA 5,1,3,13,6,32,3,2,7,2,7,5,0,
4,11,10,30,3,2,6,2,7
900 DATA 5,0,4,9,11,31,3,2,4,2,8,5,0,
3,10,10,32,3,3,3,2,9
910 DATA 4,0,3,10,8,34,4,6,9,3,0,3,37
,2,12,20,3,1,3,36,2,12,19
920 DATA 3,2,3,34,2,13,18,4,2,3,33,2,
14,5,2,10,4,3,3,7,2,22,2,14,16
930 DATA 5,4,3,7,2,19,2,16,3,2,9,5,5,
```



THE FOLLOWING PROGRAM IS AN EXCELLENT UTILITY TO HAVE. IT WAS TAKE LINES OUT OF PROGRAMS AND SAVE THEM. YOU LOAD UP YOUR PROGRAM AND THEN MERGE IN THE EXTRACTOR. IT DELETES ALL THE LINES EXCEPT THOSE WHICH YOU HAVE CHOSEN. YOU THEN SAVE IT IN THE MERGE FORMAT. TYPE NEW AND MERGE IT BACK IN AND SAVE AS USUAL.

ANOTHER GOOD PIECE OF PUBLIC DOMAIN SOFTWARE FOR THE TI 99/4A. I HOPE YOU CAN USE IT.

(your editor)

```

1 !SUBROUTINE EXTRACTOR by George F
. Steffen. SAVE in MERGE format. ME
RGE into any program (with line # s
tarting above 8). RUN to extract
2 !selected lines. Deletes itself.
Then BE SURE to SAVE the selected l
ines in MERGE format because the re
maining lines are still in memory!
3 CALL CLEAR :: CALL INIT :: INPUT
"Line numbers of routine to be save
d: First,Last? " :L,M :: G=256
:: CALL PEEK(-31952,H,I,J,K)
4 C=INT(M/G):: D=M-C*G :: F=(J-G)*G
+K :: FOR E=(H-G)*G+I TO F STEP 4 :
: CALL PEEK(E,A,B):: IF A=C AND B=D
THEN 6
5 NEXT E :: PRINT "LINE";M;"NOT FO
UND!" :: STOP !@P-
6 H=INT(E/G):: I=E-(G*H):: H=H+G ::
D=INT(L/G):: D=L-C*G :: FOR E=E+4
TO F STEP 4 :: CALL PEEK(E,A,B):: I
F A=C AND B=D THEN 8 !@P-
7 NEXT E :: PRINT "LINE";L;"not fo
und!" :: STOP !@P-
8 E=E+3 :: J=INT(E/G):: K=E-(G*J)::
J=J+G :: CALL LOAD(-31952,H,I,J,K)
:: STOP !@P-

```

## PROGRAMS THAT WRITE PROGRAMS

Part 3

Jim Peterson

Let's start learning how to actually write a program that writes a program.

A MERGED program is a D/V 163 file, so -

```
OPEN #1:"DSK1.(filename),VARIABLE
163,OUTPUT
```

Every program line begins with a line number, of course. In MERGE format the line number, whether 1 or 32767, is squished into two characters. We don't need to get into how this is done, but you can accomplish it with `CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256))`, where LN has been predefined as the line number.

To print a statement or command, anything that is represented by a token in the token list, just print the `CHR$` of its token ASCII. For instance, the token for DATA is 147, so you would print `CHR$(147)`.

To print a variable name, either numeric or string, just enclose it in quotes, "A" or A\$.

To print a value, or a string which is not in quotation marks (such as in a DATA statement), or the word which follows a CALL, you must print `CHR$(200)` followed by a token giving the number of characters to follow, such as `CHR$(5)` for a 5-letter word such as CLEAR, then the value in quotes. For instance, the token for CALL is 157, so `CALL CLEAR` is `CHR$(157)&CHR$(200)&CHR$(5)&"CLEAR"`.

Similarly, tokens for parentheses are 183 and 182, so the variable name `A(1)` is `"A"&CHR$(183)&CHR$(200)&CHR$(1)&"1"&CHR$(182)`.

A quoted string is handled in the same way except that it is preceded by token 199, so `PRINT "HELLO"` is `CHR$(156)&CHR$(199)&CHR$(5)&"HELLO"`. Don't worry about the quotation marks, the computer will handle that.

If you need to refer to a line number, as in `GOTO 500`, use token (continue on next page)



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FOR 1987

- JANUARY -- Keys for Understanding, 32 K memory Installation, Touchtone frequencies, The 'On-Statement', Bloodbank (Wordsearch), Election result for 1987 officers
- FEBRUARY -- TV noise solution, computer law, Turbo XT, Call loads, DM1000 fix, puzzle, TI bbs's, BLOODBANK (Valentine card), Corcomp Mgr Tip, Pulling the Shades on Sprites
- MARCH -- Modems, Financial and membership update, Zap the zero, Newsletter (a good resource), Weard sounds(program), Tips from Tigercub #37, BLOODBANK (Cooking Calculator), Fairware and Public Domain, Pirate confession, Fast file transfer tip, TI-writer Tips
- APRIL -- TI User Group list, Bloodbank (Catch It), Tips and such, TI Publications, Cassette Data Files (tutorial), Newsletter Reader (program)
- MAY -- BLOODBANK (postal pete), "New look", PRE/SCAN-IT (review), Wasting Memory, Bits&Bytes, Swap-N-Shop report
- JUNE -- Binary numbering, XB Tutorial 2 (Funweb), Round up Mavericks, BLOODBANK (polygon constructor), How Diskdrive works  
Cassette Tutorial 1
- JULY -- XB Tutorial 3 (Funweb), Binary numbering 2, Tips&Tricks, BLOODBANK (Mort's Load)
- AUGUST -- Cassette Tutorial 1, CatLib (review), Piracy, UG list, World of Computers, Fireworks (program), Power of CALL KEY, BLOODBANK (Quiz feature), Tips&more
- SEPTEMBER-- Debugging and Error Traps, TI-writer Tutorial, puzzle, UG list, XB Tutorial 4 (Funweb), BLOODBANK (Eliza), Micro-Soft Basic Tutorial
- OCTOBER -- Halloween (program), UG list, puzzle, Assembly Tutorial, BLOODBANK (werewolf), Micro-Soft Basic Tutorial 2
- NOVEMBER -- World of Computers, TI-write helps, Error-Trapping, BLOODBANK (Turkey's Revenge), Bible Memorizer (program)
- DECEMBER -- Relational Expression Tutorial, Lost Games(review from Randy's Rumor Rag), World of Computers, BLOODBANK (Santa)

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1200 BAUD FROM TE2?  
- reprinted from Mid South -  
- Newsletter -

For those who have a 1200 baud modem and/or thinking about getting one perhaps this article will be of some interest to you. Have you ever noticed that the TE2 cartridge will not operate at 1200 baud. However using the following method you can obtain 1200 baud operation out of the TE2 cartridge. This information comes to us from the author of FAST-TERM Paul Charlton.

First of all you need a load interrupt switch. You can either buy one or very easily make one yourself. then type in the following assembly language program exactly as you see it. You then run E/A assembly and assemble it. You run the assembled version with the Load and Run option of your cartridge. Then take out the cartridge (without turning off PEB) and replace in your TE2. Go through your setups and when you have the cursor in the top left hand corner of your screen, hit the interrupt switch. You are now at 1200 baud!! Simply dial up your BBS and try it out. Here is the program listing

(please enter exactly as it is shown)

```
* USES INTERRUPT SW FOR TE2 1200 BAUD
REGS  BSS  32
ENTER  CLR  @LOADWP
      LWPI REGS
      CLR  0
E1     DEC  0
      JNE  E1
      LIMI 0
      LI  12,>1340
      SBO  31
      LDCR @CNTRL,8
      LDCR @INTVL,8
      LDCR @RDR,11
      LDRC @XDR,12
      SBO  18
C2     STWP 0
      MOV  0,@LOADWP
      RTWP
CNTRL  BYTE >83
INTVL  BYTE 1600/64
RDR
XDR    DATA >1A1
      AORG >FFFC
LOADWP DATA REGS
      DATA ENTER
      END  REGS
```

(you must enter in the DATA above as printed.)

(Good luck to any who trys this Let your editor know if you did and it will do a rewrite on your findings)