LA COMPUTER GROUP FORMERLY LA 99078

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HAPPY NEW YEAR

GET WELL SOON EARL

NEXT MEETING JAN 12

AT THE HERITAGE BANK

WE HAVE RECEIVED A COPY

F' WEB 5.0 40 COL VERSION

DIRECT FROM TONY MEGOVERN

IN AUSTRALIA. TO GET YOUR

COPY BRING ABLANK DISK TO

THE MEETING. DON'T FORGET

IT'S FAIRWARE!

THOUGHTS FROM THE PRESIDENT

THAT TIME OF MONTH HAS ARRIVED AND HERE I SIT LOOKING AT THE CURSOR BLINKING, WONDERING JUST WHAT TO WRITE ABOUT.

I COULD TELL YOU ABOUT LAST MONTH'S MEEETING, AND I THINK I WILL. WE HAD A NICE VISIT AT FREDS HOUSE ONCE AGAIN. WE TALKED ABOUT A LOT OF THINGS BUT THE MOST INTERESTING WAS THE IBM TI CONNECTION. HOW TO TRANSFER FILES FROM ONE TO THE OTHER.

I COULD TELL YOU ABOUT THE ACCIDENT MY WIFE AND I HAD ON THE TWELTH OF SEPI. I THINK I WILL.

WE WERE COMING HOME FROM THE SERVICE STATION AT ABOUT IWELVE THIRTY ON SUNDAY AFTER-NOON. THE POLICE WERE HEADED SOUTH ON HAWTHORNE BLUD. WE WERE HEADED EAST ON EL SEGUNDO AND A CAR TRAVELING WEST ON EL SEGUNDO HIT A POLICE CAR THAT WAS ON ITS WAY TO ASSIST ANOTHER OFFICER AND THE TOYOTA HIT BROADSIDED A TOYOTA AND THE TOYOTA HIT US AS WE WERE WAITING FOR THE POLICE TO GO BY. WE WERE SHOOK UP A BIT. THE SEAT BELT COUGHT MY NECK AND IT WAS SORE FOR A COUPLE OF WEEKS. AND MY WIFE MAY HAVE GOTTEN A COUPLE OF CRACKED RIBS. BUT OTHER THAN THAT WE ARE FINE.

THE CAR WAS TOTALED FOR IT BENT THE FRAME, BUCKLED THE ROOF AND PUSHED THE BODY OF THE CAR INTO THE REAR TIRE. SO NEEDLESS TO SAY IT DIDN'T DO THE CAR ANY GOOD.

I COULD TELL YOU OF THE NICE VISIT WE HAD WITH THE BUG USERS GROUP. I THINK I WILL. I WAS INVITED TO GIVE A MIDI-MASIER SS DEMO. MY WIFE AND HAD A NICE TIME WITH THE GROUP AS SHE DIDN'I WANT ME TO TRAVEL THAT FAR BY MY SELF. A FEW MISTAKES WERE MADE MOSTLY BY ME. I KEPT PUTTING THE DISK UP SIDE DOWN IN THE DISK DRIVES, AS MY DISK SYSTEM IS REVERSED FROM THEIRS BUT I HAD FUN AND I BELEIVE IT WAS WELL RECEIVED BY THE GROUP.

WELL I DID IT AGAIN

YOUR PRESIDENT,

EDGAR A. MAY

TI 994/A PROGRAMS ON A CD

Yes I'm convinced that all TI-994/A programs from all of the TI Users Groups can be put on one CD Disk and for about \$50.00.

Let me tell how. I have put all of LA-Users Group Library over 1000 disks on a Tape that took only 40 MegBites. Remember one CD disk will hold about 800MB. That about 20,00 TI disks. The 1000 disks from our club is to small to put on a CD. What I need are the TI-programs disks from other Users Group.

Let me tell you how this is done.

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- 1. All of the TI disks must have a number assigned to them.
- 2. A index or category disk must be made telling what each TI disk contains.
- 3. Using Barry Boone program all disks were Archived, using the number assigned to it.
- 4. Using PC Transfer each TI archived wisk was transferred to an IBM formated disk.
- 4A. This can also be done by transfering the files using Modems or a connecting cable between the two computers.
- 5. Once in a IBM computer the files can be saved to a Data Tape Cartridge, which can hold about 200MB.
- 6. These tapes can be uploaded to a CD disk for about \$50.00.
- 7. To get a program from the CD where all of the disks are displayed by a number, Tab the number and save to a IBM floppy. Transfer this file back to TI format (4 above). Then Extract the files so you can use them.
- 8. This may sound like a lot of work but when you has a system set up it takes about 4 minutes to download a program from a CD to a TI disk.

Just think about it about 20,00 TI disks at your finger tip.

As I said above I need the TI-Disks from other Users Group. If you are interested please send me your Archived disks (I will return if you wish) and I will do the rest.

Please feel free to drop me a line or telephone me and let me know what you think of this idea.

Long live the TI Remember a floppy disk does not have a long life a CD does.

Fred Moore 7730 Emerson Ave. Los Angeles CA 90045 (310) 670-4293

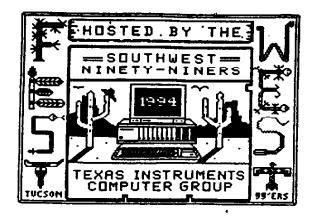
1

-- ANNOUNCING --

TI Fest West '94

A Texas Instruments 99/4A & MYARC Geneve 9640 Computer Users Convention

Sat Feb 19, 1994 - 9am to 5pm Sun Feb 20, 1994 - 9am to 3pm



FEST WEST '94 IS THE BEST IN THE WEST!! Fest West, in past years, has been held in Salt Lake City, Phoenix, Anaheim, Tucson, San Diego, Las Vegas, and Los Angeles. This year, in what promises to be the best Fest West yet, it will be held again in Tucson, Arizona and hosted by the SouthWest Ninety Niners.

Dealers, vendors, and user groups from all over the United States will be present, offering a complete selection of hardware, software, & accessories for the TI-99/4A and the Myarc Geneve 9640 computers.

Santa Rita Park Inn Club & Breakfast, 88 E Broadway, Tucson is giving us great rates during the peak of the tourist season. For only \$48 (plus tax) per night, rooms with 1 King size bed or 2 Double size beds are available. To make your reservations call 1-800-437-PARK, Welcome Number TAZ 143.

For those who wish, Park Inn also has suites available. Call Park Inn direct at 1-602-622-4000 for those rates. Be sure to mention you will be attending Fest West '94 and refer to Welcome # TAZ 143, when calling.

Besides attending Fest West '94, Tucson is a great place to visit in February. With normally sunny days, warm temperatures, and beautiful evenings, Tucson is a very active community during the winter months. After Fest West '94, consider a vacation in the "Old Pueblo".

Things to see in and around Tucson include historic downtown Tucson, Old Tucson (famous movie set/museum). The Arizona-Sonora Desert Museum (one of the 10 best zoos in the country - includes a zoo, museum, and botanical gardens), Reid Park Zoo, the Mission San Xavier Del Bac, the Titan Missile Museum, and many, many more sights to see.

On Saturday evening of Fest West '94, Tucson's Downtown Arts District will host "Downtown Saturday Night", a Tucson style festival and party. "Downtown Saturday Night" is held at the open-air transportation center, only one block from Santa Rita Park Inn. More information on this and other activities will be in future Fest West '94 news releases.

For more information about TI Fest West '94
or SouthWest Ninety-Niners User Group
PO Box 17831 - Tucson, AZ 85731
Call BJ Mathis - (602)747-5046 or Tom Wills (602)886-2460
Or Cactus Patch BBS (602)290-6277

Admission \$4 - 15 & under free when accompanied by adult

LA 99ers Topics

^^^ANNOUNCEMENT^^^

Send all inquiries to: Ascard

1423 Flagship Dr. Woodbridge, VA 22192

Effective Nov. 1, 1993, ownership of Asgard Software is being transferred to Harry Brashear.

Nothing worthwhile comes easy, and Lord knows running a TI software business has never been easy. When I founded Asgard in 1983 (in fact, almost 10 years ago exactly), my software company was one of perhaps over 100 TI software providers. Over the years, I've seen all of my original competitors, almost all of the ones that came after them, and most of the ones in the "generation" after that, disappear by the wayside.

I stuck with it despite many opportunities to move on, and despite setbacks similar to those that wiped out many of my peers. I don't regret it - I learned a lot. I learned a lot about computers, business and loyalty. I learned how to tell who was honest and who was a charatan.

When I started this business I was a teenager in high school. Ten years later, I run the Computer Department for a major non profit organization here in Washington, D.C. The TI-99/4A introduced me to computers in general, and opened many opportunities to me. In many ways, it made me what I am today.

However, my professional and family obligations over the last 2 years have forced me to change my priorities. I haven't been able to spend much time on Asgard, and it hasn't been fair to the community, so I decided to give the company to the one person in the community I felt whose experiences and beliefs matched my own.

Over the years I have received and generated much criticism. While the TI community has been hard on me at times, through it all I've tried to be hard back. Why? I really cared about what happened to my little black and silver box - and people who care about something aren't silent when they think something is wrong. In my drive to do what I felt was best for the community, I ran over more than a few toes. I've also had my toes run over many times in return.

In retrospect, I was too hard on some people and not hard enough on others. I'd like to apologize to a few:

Craig Miller: I was one of your earliest and most persistent critics. While I still think you were trying to sell yourself as a programming genius, I slighted you by not recognizing the high quality of your work.

Larry Hughes: At the time I felt it was wrong for you to sell the kind of software you sold. It was wrong for me to say this publicly. You did some original things, and your customers found out about the rest without my help. I made much ado about nothing.

Chris Faherty: I wrote an article published in MICROpendium comparing GRAPHX to TI-Artist that was wrong. At the time I wrote it, I was angry that you took several original ideas I had and improved on them. While I still think GRAPHX was a very elegant program, and I stand by most of my opinions, it was petty of me to let my feelings interfere in such a comparison.

The 70-or so people who paid for Press in Chicago, 1987: I wanted it so much I sold myself, and then sold it to you. It was a beautiful idea - I just wish it had been a beautiful reality. My apologies for raising expectations, and holding onto your money for 18 months before realization struck, and I returned it.

As for those I wasn't hard enough on; well, most of them have long since left the community. Some of them have already gotten what they deserved. I'm fairly confident that the rest will in time. I'm not going to name names - endings are times for reconciliation, not vindication.

Unfortunately, the TI community was what really suffered at the hands of these people.

The TI world has had more than its share of frauds - those that would talk up something and then disappear with the money. The worst scam artists, though, were those that would talk about something for years, have endless conferences, mail out scads of detailed announcements, and then lose interest and drift away. They may not have taken too much money from people, but they did worse - they took their hopes.

LA 99ers Topics

^^^AANNOUNCEMENT^^^ - Continued

It isn't the people who try and fail that harm our community as much as the people who like to talk more than try, and make claims they know they can't meet. While most of these people have moved their games to greener pastures, a few of them remain in the TI community. To the few remaining unwary 99/4A owners - beware.

I learned this truth the hard way - my own experiences. I haven't been perfect over the years and led a few wild goose chases myself, as well as have been taken in by a fraud or three. I just hope that when others judge me, that what I have done for the community outweighs what I couldn't do, or did wrong.

In any case, I'd also like to thank a few people in particular for help and wisdom over the years:

John Koloen and Laura Burns of MICROpendium: In too many ways to enumerate. The TI community was very lucky when they got these two devoted supporters.

Jack Sughrue and the guys at M.U.N.C.H.: For not looking too askance at the teenager trying to sell them software, and for supporting me through good and bad times.

Barry Traver: Tough but fair for all these years - and I don't have any hard feelings over Peter Hoddie.

Jerry Coffey, Ed Hall, Jim Horn and many others at the recently departed Mid-Atlantic 99'ers (MANNERS): For a "home" these last 8 years.

Jeff Guide: For help in making Asgard more business-like, and for your wry sense of humor.

I'd also like to thank the many people at the TI shows around the country - especially those in Seattle, Tucson and Ottawa - that hosted, shuttled, fed and sheltered me at the 30-40 or so TI conventions I've attended over the years.

Additionally, I'd like to thank the many authors that entrusted me with their programs.

Finally, I'd like to thank the 12,000 or so people that have bought software from me over the last 10 years - my customers. THESE are the people that I worked for 10 years, and in the bottom line, whose opinion mattered most.

As of November 1, 1993 the new address for Asgard Software will be:

Asgard Software 2753 Main Street Newfane, NY 14108 716-778-9104

All hardware products, including the Asgard Mouse, AMS memory cards, the Extended BASIC 3 and other cartridges will be available from:

Asgard Peripherals 1423 Flagship Drive Woodbridge, VA 22192

My involvement in the TI community will be limited solely to the hardware products sold by Asgard Peripherals. No phone calls will be accepted - all orders or inquiries should be placed by mail.

Thank you.

Chris Bobbitt October 11, 1993

EDITOR'S COLUMN

WHY DSKU REFUSES TO BOOT FW

DSKU v 4.2 was distributed by the Lima User Group with FW v4.40 and v4.31. There is an item on the main DSKU menu that says "Load FW". It usually doesn't work. The reason is that DSKU searches the drive you specify for a file named UTIL1 which is what the main Funnelweb title used to be called. The main Funnelweb file is now called FW.

It is easy to modify DSKU to boot FW every time you ask DSKU to "Load FW". Here's how. Use Fullelweb's Disk Review other sector editor to search the third DSKU file (named either DW or DSKW for the ASCII text "UTIL1". You will find "DSK1.UTIL1". Change the UTIL1 to "FW" and put blank spaces over the IL1. Then change the screen display to (CTRL/H if using Disk Review) and move the cursor to left the to the appearance of "OA". This is at byte >DD in my file, DW. Change the OA to O7 and write these changes back to disk (CTRL/W and then CTRL/A if using Disk Review). This change shortens the length of the text the computer expects to find since DSK1.FW is shorter than DSK1.UTIL1. DSKU will now properly boot Funnelweb when "Load you select FW" from DSKU/s main menu.

By Charles Good, Lima User Group Reprinted from Bytemonger.

It's not often that I utilize this column. However, since I haven't put out a newsletter in 3 months, I felt I owed you an explanation. The reason is that I've been going to school. Now that I am retired I thought it would be nice to study some subjects that I am interested in but never had the time for. One of these is computer programming. Since I have a copy of Clint Pulley's mini "C" compiler I thougtht I'd start with "C".Allhough I even lacked the prerequisites is Pascal etc I thought my general technical background would see me through.Well I had no idea how difficult it would be ! For three months live had my nose to the grand stone. It's over now . I think I learned a lot and will try to utilize it on the TI and will keep you abreast of my progress.If any of you out there have any articles, tutorials or advice about using "c" on the II please let me know.To make up for lost time this is a triple issue packed with good stuff from newsletters around the country. For those of you who have not heard out dear friend and TI activist Earl Raguse underwent major surgery recently. I'm glad to report that Earl is at home now I spoke with him last week and he is anxious to get back to work on the TI. I'm sure we all wish him - ---edy rcovery and a healthy ,happy new year.

SIMPLICITY

Author:

Bill Gaskill 2310 Cypress Court Grand Junction, Colorado 81506

Several years ago, I embarked on a search for the ultimate personal financial manager software package for my hard working TI99/4A. After several months of using 3 different packages, I settled on what I felt was the most powerful and complete package that I could find at that time. Many of you may remember this software package. It is Personal Auditor by Bill Gaskill. Well, I have never looked back, because to this day I am still using these programs to keep track of my financial

--,.,

Simplicity Contil

position. In my humble opinion, Personal Auditor had, and even to this day, has no rivals. The only complaint I had at the time was that the learning curve for Personal Auditor was quite extensive. However, my determination won out and I am now very comfortable using all the fine features of this masterpiece.

Well, this review is not about Personal Auditor! But, it is a review of a software package that is another "little" masterpiece from Bill Gaskill.

The title of this masterpiece is "SIMPLICITY", and it well lives up to it name. Like most all of Bill's software, this one was written in Extended Basic. It is a modular package and works seamlessly and is very user friendly.

The program boots up through an Extended Basic load program and presents a clean double windowed options menu. The left window is titled FINANCE and the right window is titled UTILITIES. There are 7 options available in each respective window. The options are as below:

FINANCE UTILITIES

Business	Help File	
Checkbook	Mail List	
Estate Plan	Options	
Investments	Planner	
Loans	Tool Box	
Retirement	Word Proc	
System File	eXit	

The Help file on the main menu explains just about all you will need to know to get the system going and the System file submenu will configure your floppy drive, printer, screen colors and set your beginning bank balance for the Checkbook. Their is also online help available at most submenus by typing H or Function-7. These help screens are on the disk as DV/80 files, so should all else fail, you can print them out through your favorite word processor or through the SIMPLICITY word processor.

As you can see, there is much to select from. Pressing the Capitalized letter of any of the listed options will load in a submenu of choices that are pertinent to the area of finance or utility that was selected. For example, selecting Business (B) from the main menu would bring up a submenu that would present 3 choices:

- 1. Depreciation schedule
- 2. Effective interest rate
- 3. 4.
- 5.
- 6.
- 7. 8.
- 9. return to main menu

As you will notice, option numbers 3-8 are blank. That is the beauty of this program. It gives you plenty of useful software to begin with, yet leaves room for additional user installed options as well. ** You really don't expect to have everything done for ya, do ya?

The Mail List, Checkbook, Planner and Word Processor submenus are complete full featured programs of a SIMPLICITY nature, i.e they will do exactly what they advertise they will do, quickly and simply! Mail List allows the creation of a mail database and allows printing to labels or tabular reports. Checkbook has more than the usual features of checkbook programs and allows check reconciliation and the import Personal Auditor files. Planner is a monthly reminders program and allows you to edit and print out a monthly calendar of reminders. The Word Processor is a somewhat limited editor (60 lines max) for whipping out single page notes or short letters.

SIMPLICITY gives you access to a host of other capabilities such as depreciation schedules, effective interest rates, ability to track mutual fund performance, print loan amortization, mortgage loan rates, IRA projections, networth statement etc., etc.

The Tool box submenu will let you catalog floppys and hard disks.

The hardware requirements for use of all features of this package are fairly minimal. You will need a trusty ol' T199/4A, 32K memory expansion, one disk drive, Extended Basic cartridge and a printer. This is definitely a lot of useful software on a single floppy disk.

Now, a few words of explanation! I acquired the SIMPLICITY disk purely by chance along with several other disks from Frank that I had requested Aylstock, President of the BREA user's group. So, prior to sending this article of review to several User Groups for publication in their newsletters, I thought it best to call Bill Gaskill inform personally to him of my intentions. My discussion with Bill revealed that he had decided to abandon this project due to a lack of interest on the part of the TI community! A classic case of "use it or lose it". Had enough interest been shown in this endeavor, I believe it would have blossomed into a single unit package that would have met most all of your financial needs.

Bill did confirm that SIMPLICITY has been thrown into the public domain pot. My suggestion, then, is for you to try it. If you find it useful and use it, I suggest that you have the simple courtesy of sending the author a few rubles for all the effort that he expended. Do It! Encourage survival!

****** Your User Group Library will receive a copy of the SIMPLICITY disk for, distribution along with the submission of this article ******

Respectfully submitted,

Cal Zanella - Rig Sky Country

XBASIC MISCELLANY #31

By Earl Raguse

XB ERROR MESSAGES

when I program, I constantly get error messages, because, I suppose, I am constantly making errors. There is no stigma attached to making errors while programming. Afterall to err is human. The real problem is deciphering what is meant, by the cryptic messages, and what to do about them.

The XB manual has four pages of error messages, see pages 212-215, and sometimes even more cryptic explanations of them. There is a whole set of File Errors not discussed here. I am going to discuss only the errors I run into frequently.

Among the most frequent are those beginning with BAD. They include ARGUMENT, LINE NUMBER, SUBSCRIPT, and VALUE.

For ARGUMENT, the usual error is an unacceptable value in a SOUND statement, Frequency may not be less than 110, attenuation may not be >30, and duration may not be 0 or greater or less than +/-4250, and the noise specification must be from -1 to -8.

The CALL COLOR and SCREEN subprograms insist on values within the specified ranges, of 1-16.

BAD LINE NUMBER is an indication of a line number called within a program that the interpreter could not find.

A BAD SUBSCRIPT is invariably a zero value, although if you somehow get a value in excess of 32767, you would also get this message. Make sure that the variable you are using for a subscript is not zero which it will be if you have not in some way placed a value in it.

One of the most frequent causes of zero values in my programs is an inadvertent skipping over a set of lines because of some IF THEN logic, or an ill advised GO TO statement.

BAD VALUE just means that you have supplied an illegal value to a function. This can be because of many many things, you just have to review the statements leading to the error line, again zero is an unacceptable value for many functions.

COMMAND ILLEGAL IN A PROGRAM is fairly simple, and the only cure is to comment out that statement. Reserved words such as SAVE LIST MERCE OLD and NEW fall into this category.

FOR NEXT NESTING simply means that the interpreter could not find a NEXT for each FOR during program execution. Now if you look at the listing and see no error, ie you have a FOR for each NEXT, and vice versa, then look for a GOTO or IF THEN ELSE statement that causes the program to jump into or out of the middle of a FOR NEXT loop. That way the program does not see the FOR or NEXT. The former, however will give -- NEXT WITHOUT FOR message.

IMPROPERLY USED NAME is most often caused by the improper, or not at all, dimensioning of a subscripted variable. There are many other reasons listed in the XB manual, but the above is the most likely.

ONLY LEGAL IN A PROGRAM is the opposite of COMMAND ILLEGAL IN A PROGRAM. This applies to GOTO GOSUB INPUT ON RETURN SUB_SUBEXIT SUBEND DEF etc. they must be used within a program. There is no sidetracking this.

RETURN WITHOUT GOSUB is a common error message, and is caused most frequently by a faulty GOTO or IF THEN ELSE taking the program into the middle of a subroutine. These are difficult to find, and I find the best way is to verify every GOTO and IF THEN ELSE statement until I find the one that goes

where it shouldn't. I know of no shortcuts for this, except to be careful in the first place. This most frequently happens when one moves or copies a statement, and forgets to change line number references.

STRING-NUMBER MISMATCH means you are trying to assign a number to a string variable, or a string to a number variable. This is usually easily troubleshot. The solution usually is to use VAL or CHR\$ to convert the item to suit the variable that you want to assign it to.

SUBPROGRAM NOT FOUND is a message I frequently get, because I call one of my favorite subprograms, and then forget to merge it into the program. The solution is easy, just merge it in. The other possibility is that you have a spelling error. Check on that.

Trouble shooting is an art, at least I find it so. I get better at it, but still sometimes I forget how I found the error last time and have to fiddle for hours trying to resolve it.

Know more miss steaks
from the Great Lakes newsletter, February, 1993

Letter Perfect

I have a spelling checker.

It came with my PC.

It plainly marks for my revue

Mistakes I cannot sea.

 ${f I}$ 've run this poem threw it,

I 'm sure your please to no.

It's letter perfect in its weigh;
My checker told me sew.

COMMAND LAND #9

By Sue Harper

Pittsburgh Users Group

Last time we looked at BREAK, UNBREAK, CONTINUE, TRACE AND UNTRACE. There are a few more things to know about these programming helpers.

BREAK can be used outside or inside a program. Outside a program, have the program in memory, then type in:

BREAK 110

and then RUN <enter>. The program will run until it reaches line 110, and then stop. If you SAVE the program on disk or cassette, the BREAK command will not be saved because it is not part of the program.

Also the use of BREAK causes any CHAR commands (character redefinitions) to revert to their standard characters. If in a program you have used CALL CHAR to redefine a character, used BREAK and then CON (for CONTINUE), the CALL CHARS before the break will not be what you told them to be. Any CALL CHARS after the BREAKPOINT will be as you defined them.

If you use BREAK in a program and want to remove it, simply delete the line that the BREAK statement is in.

Now, this works too, but I don't quite know why one would do this:

- 10 CALL CLEAR
- 20 PRINT "MY NAME IS"
- 30 UNBREAK 40
- 40 PRINT "SUSAN HARPER"
- 50 STOP

BREAK 40

RUN

Doing this tells the computer to stop the program just before executing line 40, but in the program, the statement to unbreak 40 will override the command break. In other words, you just told the computer yes and no at the same time. The default is what's in the program.

Last but not least, there is another way of breaking a program, and it works just as well, and is very useful if you do not know in advance where the problem might be. RUNning the program, and when you want to break the program press the FCTN key and the number 4 at the same time. This will stop the program, but not give you the line number unless you are using TRACE to follow "the action".

Well, enough of those I think. Next month, we will take a look at opening and closing things!



If you like program

pay Tony McGovern

FUNNELWEB EDITOR v5

Obtain Charles Good 215 Grinsell St. Kotara, NSW 2289 Australia

WHAT'S NEW by Jerry Keisler for \$2 PO Box 647 from-> Venedocia OH 45894

ADDED CHARACTER SET is in ALL CHARACTERS language mode. When using ALL CHARACTERS you can only print from the editor. Use PF. You must instruct your printer to use the IBM character set. Change files ED/AEH and EE/AEH to ED and EE for this mode. If you want to send a file with added characters to someone who may not have FW v5, first print file (PF) back to a filename using C DSKn.filename to strip the ADDED CHARACTERS.

ADDED EDIT MODE FUNCTIONS

- <c-Q> pages up like f-6.
- <c-A> pages down like f-4.
- <c-Z> moves cursor to end of current
- <c-H> shows first page of file.
- <c-J> shows last page of file.
- <c-B> breaks line in all modes, no cr's with enter like f-2.
- <c-R> rejoins what <c-B> broke. spaces and cr's trimmed from inserted material. <c-1> used immediately restores.
- <c-N> inserts new line.
- <c-F> freezes bottom of screen under cursor.
- <f-;> marks current cursor line. <c-M> in command line.
- <f-=> moves marked line to top of page. If confused goes to line
- <c-0> returns to Original line after $\langle f-=\rangle$, RS and FS.
- <c-,> toggles IBM 8 bit characters with a beep. Will not print thru formater. Set printer to IBM mode and use <PE> in command line. Use f-SDEX to move or spaces.
- <c-,> + <c-u> addes more characters.

Added editor for assembler functions not covered here. But there are lot of improvements for E/A and C programers.

ADDED CHARACTER SET

ctrl-, set

one line

KEY 4 A B C D E Y Z @ ? t t - t J 1 by 2 line IBM Г

78 FGOPQRSTU KEY

IBM ╖╕╞╟╧╙╤╓╙╘╒

KEY X @ = >

يُسَايِ IBM two line

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ctrl-, + ctrl-u set

CDEFNO' @GBHIJP KEY IBM

KLHSTUYAVWZX KEY IBM ī i i i o o o o ū u u o v

KEY QR[]^

IBM & A + Y Pt

LA 99ers Toples

If you like program
pay Tony McGovern
215 Grinsell St.
Kotara, NSW 2289
Australia

FUNNELWEB EDITOR v5 WHAT'S NEW by Jerry Keisler

Obtain Charles Good for \$2 PO Box 647 from-> Venedocia OH 45894

We now have 3 editors: a new 7 bit editor (handles normal TI writer files), a new editor/assembler editor and an ALL CHARACTERS/EUROPEAN MODE using an 8 bit editor. 40 column editor covered here. 80 column system, I have non.

The new editor and formatter load into the current v4.4 Funnelweb system.

The system loads and saves files faster and in general operates faster.

ADDED COMMANDS FOR THE COMMAND LINE

The command line shows current line number being loaded, saved or printed.

<T > allows tabsets 1-3.

<H > produces help screens that can be paged using <Q> and <A>. and exit using escape.

<QQ> exits to Funnelweb. If you edited the file since the last save, you will be given a warning.

<LT> LoadTemporary allows loading all or part of another file into the current file without changing the current filename. File may be marked in SD with <T>.

<DP> allows the changing of the show directory printer name.

<MK> Marks the file at the line number you indicate.

<c-M> marks the file at the top line
on the screen.

<WC> lets you select a WildCard for FindString (FS) and ReplaceString (RS).

blank line returns to the original exit point.

<number> moves that line to the top
 of screen.

<c-1> exits to the current top of
 page.

<c-2> returns to the original exit point.

<c-Q> pages up.

<c-A> pages down.

<c-E> moves up one line.

<c-X> moves down one line.

<PF> PrintFile

<P PIO> sends printer start codes.

<Q PIO> sends printer stop codes.

<P Q PIO> sends both, as
configured.

<F DSK1.0> saves DF/80 to DSK1.0.

<A DSK1.F> appends to end of DV/80
file DSK1.F.

<M DSK1.F> saves to DSK1.F in DF/128 using MS-DOS format.

<U DSK1.F> as DF/128 in UNIX
format.

<RS/FS> ReplaceString FindString. use one, two or three numbers.

2 numbers = start and finish
 column.

1 or 3 numbers, first =
 occurrences to skip.

<c-0> returns to start position.

Delimiter can be any key (-/ab etc). Delimiter can not appear in search string.

<WC> wildcard can be any key.

<SD> all new format. Also tells
 bytes left in editor.

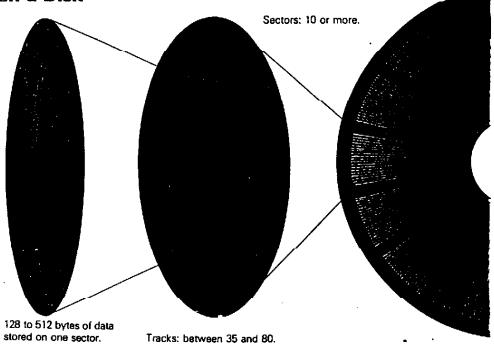
PRINTED FROM EDITOR USING IBM CHAR SET & ALL CHAR EDITOR.
Set KX-P1180 printer to c-u+f-r+c-u+t+c-u+s-A+f-r+c-u+6. FW v5 on Oct DOM.

BUGS 7 bit and all char: do not use RS with word wrap off. Have 3 or more lines at top when usin split screen c-F.

KEPRINTED FROM PAKIS NEWSLETTER

How Data Is Stored on a Disk

Data is stored on the disk's surface on a ring that is less than one inch wide. As the disk rotates at a rate of five revolutions per second, the disk-drive head emits a stream of magnetic data pulses that create a series of tiny magnetic fields along a circular track on the disk's surface. At a rate of 125,000 data pulses per second, a single-density disk head can store up to 25,000 individual bits of data on a disk during a single rotation. Each circular track is divided into between 10 and 16 sectors that store up to 512 bytes of data each. (Every byte contains, 8 individual data bits.) When one disk rotation is complete, the disk-drive head moves forward to the next track and starts emitting pulses again. The most sophisticated disk heads in use today can support a track density of 96 tracks per inch, allowing a total of 80 tracks per disk.



How Information Is Stored

How is data actually stored on a disk? Let's examine the process using that very sentence as an example. The sentence is made up of 38 characters, including spaces and the question mark at the end. Each character is represented by a number according to the ASCII code (American National Standard Code for Information Interchange). Each of the ASCII code numbers is in turn stored as an 8-bit binary number in the computer's memory.

Look at the first word in the sentence, "How." The ASCII code for the uppercase letter "H" is 72, which is stored in the computer as the binary number 01001000. The ASCII code for "o" is 111, stored as the binary 01101111; for "w" it is 119, stored as binary 01110111; and for the blank space at the end of the word it is 32, stored as binary 00100000. In this way the computer translates each word of our sentence into a string of 304 individual bits of information (38 characters, or bytes, times 8 bits of binary information for each byte) "How is data actually stored on a disk?" is then stored on the disk as a series of 304 tiny magnetic fields.

A magnetic field has a polarity, or direction, from right to left or from left to right. One of these directions represents a 1, the opposite, a 0. Creating magnetic fields on a disk is the job of the read/write head, the movable part of the disk drive. When you tell the computer to store information on the disk, the head moves forward to a position determined by the disk operating system (DOS), which is simply the software that controls the storage of data on disks. As the disk rotates (at a rate of 5 revolutions per second), the head creates a sequence of 304 individual magnetic fields, each corresponding to either a 1 or a 0 as it

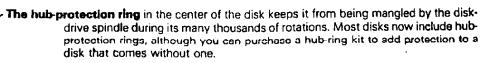
It sounds like a tedious process, but a standard single-density disk-drive head sends an electronic impulse, or data pulse, creating a new magnetic field, every 8 microseconds (125,000 pulses per second). Thus all 304 magnetic fields needed to store the question "How is data actually stored on a disk?" are stored within 2432 microseconds, a little more than 2-thousandths of a second. Because a disk revolution takes one fifth (200 thousandths) of a second, more than 80 sentences like our example could be stored during a single disk rotation.

Actually, the amount of data stored on a given disk depends on how that disk is formatted by a particular disk operating system into tracks and sectors. Data is stored along a series of between 35 and 80 concentric tracks that are divided into 10 or more sectors. (See "How Data Is Stored on a Disk," page 108, for a more detailed description.)

The amount of data stored on a 5¼ inch disk can vary greatly from one disk drive and disk operating system to another. At the low end of the storage spectrum are the single-density disk drives. For example, the Osborne 1 stores data on 40 tracks, each of which has 10 sectors that store 256 bytes of data each, a total capacity of 100K bytes (102,400 bytes to be exact) of data storage per disk. But because some of the disk is used to store formatting information and the disk operating system software, the actual amount of user data-storage space available is quite a bit less than that. The Apple II is also at the low end of the spectrum. The Apple's disk operating system, DOS 3.3, formats each disk into 35 tracks of 16 sectors each, for a total storage capacity of 140K bytes.

At the other end of the spectrum, some doubledensity disk drives can pack more than 500K bytes (a half a megabyte) of information into a disk because

The Disk Exposed



The single index hole in a soft-sectored disk lets the computer know where the disk is as it rotates. A beam of light is aimed through the index-hole window on the disk cover. When the hole itself is aligned with the window, the light shines through the index hole, triggering a light-sensitive switch that tells the computer one disk revolution has been completed. A hard-sectored disk has an index hole for each sector and one more for alignment.

A une-inch ring of the disk's surface is coated with a thir magnetic flux that is used to store data. The read/write head of the disk drive actually reads the direction of the magnetic field at each point on the disk. The amount of information that can be stored on a disk depends on the number of individual magnetic fields that can be squeezed onto the disk's surface and on the speed, sensitivity, and accuracy of the disk-drive head itself.

The amount of data that can be compressed onto a single disk depends on the density of data in each track and the number of tracks per inch.

they have 80 tracks instead of the standard 40, 16 sectors per track, and 512 bytes per sector. Disk drives with double-sided heads—one head on each side of the disk—can store twice as much information on a 5¼-inch disk.

The density of information storage, or the number of bits that can be stored along any one track on the disk's surface, is determined by the data pulse rate of the disk-drive head. Single-density heads send or receive one pulse of data every 8 microseconds. Double-density heads send or receive data every 4 microseconds. A single-density disk drive must be

Disks certified for single density may work fine with double-density disk drives, but you may lose data.

used with a single-density disk, but the pulse rate of a double-density drive can be slowed down so that it can work with either single- or double-density disks.

Another factor affecting the amount of storage on a disk is track density, the number of tracks per inch. The least sophisticated disks store data on up to 40 concentric circular tracks. Forty-eight tracks per inch are squeezed onto the magnetic part of the disk surface. More recent technology can squeeze 96 tracks per inch onto the same surface, or up to 80 tracks per disk. This increased track density requires a more sensitive head and finer control over the head's move-

ment. Disks that have both double-density and 96 tracks per inch are called *quad-density* disks because they store four times as much information as standard single-density disks with 48 tracks per inch.

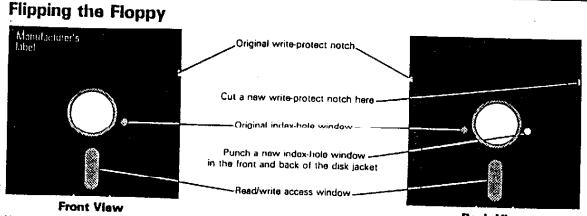
In practice, single- and double-density disks aren't very different. Disks certified for double-density use have a higher-quality magnetic-oxide surface. Because they cost more than single-density disks, you probably won't want to buy them for single-density applications, but they can be used for both. On the other hand, disks certified for single density may work fine with double-density disk drives, but you'll run the risk of losing some data.

Disks have other physical differences. They are divided into sectors in one of two ways. A hard-sectored disk has prepunched index holes that divide it into a fixed number of sectors, 10 or 16. A soft-sectored disk has only one index hole (used when the disk is originally formatted) and is formatted into sectors by the disk operating system software. Moreover, a soft-sectored disk can be formatted for use with many different operating systems. The flexibility of soft-sectored disks has made them the type most people prefer. On the other hand, the process of formatting information uses up some of the storage space on a soft-sectored disk, so a soft sectored disk generally stores less data than a hard-sectored disk.

Flipping the Floppy

Double-sided disks and their corresponding disk drives take advantage of the fact that both sides of a floppy disk are coated with a magnetic-oxide layer. By having two heads—one on each side of the disk—a disk drive can read or store twice as much information on a single disk. Actually, a double-sided disk can also be used with a single-head disk drive if you flip the disk over and reinsert it.

Single-sided disks can be used on both sides for some purposes. All you have to do is cut a write-protect



You can use a single-sided disk on both sides by cutting a symmetrical write-protect notch and punching new indexhole windows in the top and bottom of the disk jacket. Be careful not to damage the disk in any way as you do this. A rough-edged hole punch may leave jacket fibers that could

shorten the life of your disk considerably. A disk made in this way should be used only for archival or back-up purposes. The durability of your data is not assured if the disk gets a lot of use.

notch in the opposite side of the disk jacket and carefully punch a set of index holes opposite the original index holes in the jacket (see "Flipping the Floppy"

A double-sided disk can be used with a single-head disk drive if you flip the disk over and reinsert it.

You may be able to purchase a "flippy kit" from a dealer or by mail order to help you accomplish this. Be warned, though: it's not necessarily a good idea to use both sides of such a disk too frequently. It may not even save you any money in the long run. If you store data on both sides of a disk and use it twice as often. the disk may just wear out twice as fast. Furthermore, a flipped disk rotates in both directions. Dust and grime that are normally retained in the jacket can be released by hidirectional spinning, further shortening the life of your disk. A good rule of thumb is to use both sides of a disk that's primarily for archival or back-up purposes and to use single-sided disks for everyday purposes.

Disk quality is often rated in terms of the number of million rotations the disk can survive. But chances are a user won't live long enough to use millions of rotations.

Certified Disks

Approximately 45 million floppy disks (both 5¼-inch and 8-inch) were sold in 1979, and an estimated 230 million will be sold annually by 1984. Given these astronomical figures, you'd expect the quality of disks to vary widely. But most disks sold can be expected to meet or exceed established performance levels, thanks to industry standards set by the American National Standards Institute (ANSI).

Requirements for disk certification fall into four categories: their ability to withstand environmental conditions, their physical quality, abrasivity, and signal performance. In the first place, a disk should hold up under temperatures from 50° to 125°F and relative humidities from 8 to 80 percent without warping. For disks being transported, the tolerances are even greater: -40° to 125°F and 8 to 90 percent humidity.

Testing physical requirements is a nit-picker's holiday. Every dimension of the disk, including distance between tracks—indiscernible to the naked eye—is measured to a thousandth of a millimeter. Other important physical tests include light transmittance, starting and running torque, and expansion due to heat and humidity. An overly abrasive disk causes excessive wear of the disk-drive head. Disk abrasivity is measured by recording signal amplitudes taken before and after a test run.

Ultimately a disk's worth is measured by its signal performance. A disk can't be certified by ANSI if it's deficient in signal quality. One type of error is the dropout, or missing bit, caused by a "hole" in the disk's magnetic coating. Another type of error is the dropin, or extra bit. A certified disk is error-free.

Life and Death Issues

How long should you expect a disk to last? The minimum warranty for a certified disk is one year. Some disks carry warranties extending beyond five years, and lifetime warranties are not uncommon, but you probably don't need a disk with a lifetime warranty. If you read the fine print you'll see that warranties are honored only if a product defect is involved. Because most disks die from "natural" causes—coffee showers, dust storms, heat stroke, fallen ashes, and normal wear—a failed disk can rarely be replaced, even if it's covered by a warranty.

When should a disk be discarded? Most obviously, when it develops problems in reading or writing data or if it consistently gives you "track errors" when you're formatting it. To avoid lost data and its accompanying frustration, replace heavily used disks at regular intervals. The cost of replacing disks every three to six months is minimal compared to the cost of computer downtime and lost data



** DISK OF THE ANCIENT ONES **

** Reporter--Ken Volimar, OUG **

This month, as promised, I'm going to bring you another review from the 1993 LIMA USER GROUP CONFERENCE video tape (Vol.1). I have the pleasure to tell you that we'll be looking over Ken Gillilands' "DISK OF THE ANCIENT ONES" which is, in my opinion, a FINE piece of educational software. First of all I'd like to say that this work has many Ιt contains educational information, many fine screens of art which are highly detailed, a hieroglyph translator (you'll find an example included on this page), and a great maze game which I beat on the first try and haven't been able to master since!

i was planning on telling you how to load and use the T.I. Artist slides, pictures instances during this and session but failed to get OUT of the Labyrinth of Minos long enough to learn how to do so, and for this I apologize. The game is, as Dr. Good would say, "very cool!". As a matter-of-fact, 1 had to pull some strings, and promise to be very, very good to get a furlough so that I could finish this article. Wish me luck or I may have to ask someone from the group to bring me a pack of gum (can't smoke according to Greek Common Law).

This program is menu driven and very easy to use. The title screen offers you, in a friendly way, the option of your choice; a keystroke and you're in the module you indicated. No hassles, simple and direct. Even though the artwork IS detailed, and the programing complicated I'm sure, Ken has produced a friendly work of art. information you need is contained on the disks (there is a set-up file), and in the hardcopy manual provided with your purchase. Also I'd like to add that if you need to call Ken Gilliand of NOTUNG SOFTWARE for any reason you'll probably talk to a person who'll be more than happy to help you in any way he can. If you're lucky, you may get an opportunity to hear his recorded message; it's one of the funniest I've heard for a long time. Thank you Ken! And keep up the good work...

DISK OF THE ANC!ENT ONES REPORT CARD:

Performance... At Ease of use... A (IT should have kicked out the artwork for me while I was lost in the maze. Am I spoiled by T! or what?)

Documentation. A Value..... A Final Grade... A

COST: \$15 + \$1 SH MANUFACTURER: NOTUNG SOFTWARE 7647 McGroarty St. Tujunga CA 91042 818-951-2718 6-10pm

Editor's note: ln. this 4-disk set, a mix of history from 5000 BC to 300 AD. are 13 TIA _P's from Roman, Greek, Egyptian, Assyrian, Sumerian, & Oretian histories; 24 _l's from Greek history; & 3 _S's--alphabet, pictographs, and Numbers. Labyrinth of Minos maze game is based on King Minos of Crete (1450 BC). A large font, PHOENICA_F, reminds me of characters that might be chisled in stone in some ancient tomb. Hieroglyph Reference Charts are included, plus a bibliography & source list. Much research went into this package.



TI NINETY NINE

CECURE TAKES OVER MIDI MASTER 99

As reported in the April 1993 issue of Micro Pendium---

In a move that should please TI users, Cecure Electronics has taken over distribution of Mike Maksimik's MIDI-Master, according to Don Walden of the company. Maksimik had previously announced that he would limit his distribution of MIDI-Master to TI Faires. By giving the distribution rights to Cecure, Maksimik insures that the product will be available through more accessable mail-order channels.

Cecure can be reached at P.O. Box 132, Muskego, WI 53150-0132.

Phone: (414)-679-4343 BBS: (414)-529-9659

CRYSTAL SOFTWARE ANNOUNCEMENT By Mike Maksimik

Work continues on MIDI Master v3.0; however, standard 32k architecture



will not be supported. After consulting with my brother on this, I have decided that version 3.0 will only be available as 3.0G and the prior versions of 3.0E and 3.0EX. There will not be any 3.0S! The minimum system memory requirements are 128k.

The best way to cope with this is to have a RAMBO installed on your ramdisk and allocate 128k for programs. Or purchase the Horizon 4000 Ramdisk. I appologize to version 2.3 owners who anticipated a miracle for their 32k 90k disk systems, but the project is unrealistically being held because of consitant memory problems.

To avoid conflicts with this issue, I will extend a full refund to all owners of v2.3 who are not willing to upgrade, and who are completely dissatisfied with MM99 v2.3. Only registered owners of the software will be given a full refund.

If you do not wish a refund, but would rather upgrade, please note: to run version 3.0E you will need a TI with 32k memory card, 128k RAMBO compatible memory expansion, a double sided disk system (NOT two single sided drives!!!) and an rs232 port. THERE ARE NO **EXCEPTIONS** TO THESE SPECIFICATIONS. THE ASGARD AMS WILL NOT BE SUPPORTED!!! To run version 3.0EX you will need the above, plus an 80 column adaptor with 192k video RAM, a serial mouse, and a DSDD controller (hard disk preferred, but not required). Version 3.0G will require a Geneve with a hard disk system. There is no exception to this rule, either. There is more than 1.5 meg of files in the 3.0G package. Running from floppy is too slow.

You can still operate under v 2.3, as 3.0 will export SNF files to disk, allowing you to still play music generated by version 3.0.



MULTIPRINT OUTPUTS MULTIPLE COPIES

By John H. Bull

K-Town 99ers Newsletter Knoxville, TN

Each year I have the chore of providing tally cards for a bridge club - 3x5 index cards that show the table and partner for each round for each of eight players. Eight players x 4 parties x 8 months equals 256 cards. As I said, it is a chore.

There are eight different cards and we need 32 copies of each. some years ago I made a D/V80 file for each card, with printer codes for my NX1000. Now I load each file with TI-Writer, insert a card in the printer, press F9, then do it again. It takes six key presses for each file for the next card, and I have to keep count up to 32 and I keep losing count and have to count the pile of cards manually. The job takes about three hours, there must be an easier way!

The following program saved me about an hour. I still have to insert each index card into the printer, but the program counts them for me and it takes only one key press <ENTER> per copy.

100 ! PRINT MULTIPLE COPIES

110 ! FROM D/V80 FILES

120 CALL CLEAR 130 DISPLAY AT(2,1): "Put pri nter on line and card or paper." 140 OPEN #1: "PIO" :: S=0 150 DISPLAY AT(5,1): "FILES?" &FN\$:TAB(13);or Q to quit." :: ACCEPT AT(5,7)SIZE(-15):F N\$ 160 IF FN\$="Q" THEN CLOSE #1 :: STOP :: ELSE IF S=0 THEN 180 170 IF FN\$=PF\$ THEN 190 ELSE CLOSE #2 180 OPEN #2:FN\$:: C=0 :: S= 190 C=C+1 :: DISPLAY AT(20,1 0): "COUNT="&STR\$(C):: PF\$=FN 200 FOR I=1 TO 60 :: LINPUT #2:A\$:: IF EOF(2) THEN RESTO RE #2 :: GOTO 150 210 PRINT #1:A\$:: NEXT I :: RESTORE #2 :: GOTO 150

HERE'S HOW IT WORKS:

You type the filename for the first card, press <ENTER>, only once for each copy. You enter a new filename for each card. In my case, that means changing just one digit in the filename - DSK1.TALLY/1, DSK1.TALLY/2, etc.

This program will work with any text files and printer codes but not with formater codes. It is designed to print one page or less, but longer documents can be printed by increasing the "60" lines to "200" in line 200 and putting the appropriate page feed codes in the file.

How about making copies with a copier? Well, I don't have one handy. Also, my experience is that most copiers don't handle 3x5 cards as well as my printer.

PATIUG

TRANSLITERATER

By Jim Peterson

We all know that the TI-Writer Formatter insists on giving us five blank lines at the top of the page and three at the bottom. If your printer supports a reverse line feed, you can back those lines at the top by beginning the page with a line CTRL-U and RJRJRJRJRJ; but I can't find a practical way to print the three lines at the bottom. I wanted to use at the formatter's .TL commands to print out a form 66 lines long, so I wrote this little program. It reads the .TL commands and interprets them just as the formatter does, although somewhat more slowly.

```
100 DISPLAY AT(3,5) ERASE ALL
:"TRANSLITERATER" :: OPEN #2
:"PIO", VARIABLE 254
110 DISPLAY AT(12,1): "Filena
me? DSK" :: ACCEPT AT(12,14)
BEEP:F$ :: OPEN #1:"DSK"&F$,
INPUT :: F=0
120 DISPLAY AT(14,1): "How ma
ny lines per page? 66" :: AC
CEPT AT(14,26)SIZE(-2)BEEP:L
130 DISPLAY AT(16.1): "How ma
ny copies? 1" :: ACCEPT AT(1
6,18)SIZE(-2)BEEP:H
140 FOR K=1 TO H :: C=0 :: R
ESTORE #1
150 LINPUT #1:M$ :: IF SEG$(
M$,1,4)<>".TL " THEN 180 ELS
E IF SEG$ (M$, 1, 4) = ".TL " AND
 F=1 THEN 150
160 M$=SEG$(M$,5,255):: P=PO
S(M\$,":",1):: X=X+1 :: A\$(X)
=CHR$ (VAL (SEG$ (M$, 1, P-1)))::
'MŠ=SEG$(M$,P+1,255)&","
170 P=POS(M\$, ", ", 1):: B\$(X) -
B$ (X) &CHR$ (VAL (SEG$ (M$, 1, P-1
))):: M$=SEG$(M$,P+1,255)::
IF LEN(M$)>0 THEN 170 ELSE 1
50
180 IF ASC(M$)>127 THEN 220
190 FOR J=1 TO X
200 P = POS(M\$, A\$(J), 1) :: IF P
<>0 THEN M$=SEG$(M$,1,P-1)&B
$(J)&SEG$(M$,P+1,255):: GOTO
```

HIGHLIGHTING

By Barl Raguse

Taken from MICROpendium Sept. Issue

I saw a demonstration that allowed one to switch the fore-ground colors of certain characters to make them stand out from others, like O vs O, and 1 vs 1, or for trouble-shooting of bad typing, something I do well.

Aha, you say - I can do that with CALL COLOR.

True, but it's not permanent. I don't like having to embed trouble-shooting routines in my programs if there is an easier way.

The following program called HIGH-LIGHT makes permanent foreground/background color changes and can be controlled ON and OFF at will. Once executed, the program can be deleted with NEW before you start entering a program. I sometimes put this in my LOAD program. It's easy to turn off if you don't want it. I found the basic program idea in the Tacoma 99ers Newsletter of December 1987; the article was by Joe Nolan, who credits Harry Wilhelm of the Twin TIers UG with the orginal idea. I don't have any idea how much evolution has gone on, but I added my two cents also.

Lines 130 and 140 do all the work, and if you wish to transfer this effect to one of your own programs, that's all you need. The following tells you how you can change these lines to suit your needs. If you study it a bit, you can see the potential for other purposes.

In line 130,

- (1) Change the eighth number, from the address, 17 to the number of the first character set you want to change PLUS 15. The current program is 15+2=17 for character set 2.
- (2) Change the eighth number after that, 3, to the number of character set to change. The current program is 3 for character set 2, 3 and 4.

In line 140,

- (1) Load a number(in this case 244) for each character set to be changed. That number is computed as (16*(16-1))+(5-1)=244.
- (2) The effect is turned **ON** by **CALL LOAD(-31804,63)** and **OFF** by **CALL LOAD(-31804,0)**. This can be done either in a program or from the keyboard. I added the line 150 and 160 for ease control of the effect on or off. These can be deleted if not wanted.

THE PROGRAM:

100! SAVE DSK1.HIGHLIGHT
110! By Joe Nolan, Tacoma 9
9ers UG Newsletter Dec 87, O
riginal idea by Harry Wilhel
m of Twin TIers UG
120! Modified by E. Raguse
UGOC 1/87
130 CALL INIT:: CALL LOAD(1
6128,2,224,38,0,2,0,8,17,2,1
,63,36,2,2,0,3,4,32,32,36,2,
224,131,192,3,128)
140 CALL LOAD(16164,244,244,
244):: CALL LOAD(-31804,63)

150 PRINT "TURN IT OFF? PRES S SPACE, ELSE ANY"

160 CALL KEY(0,K,S):: IF S=0
THEN 160 ELSE IF K<>32 THEN
END ELSE CALL LOAD(-31804,0)

FUNNELWEB TIP

A real time saver for people who use the TI Writer Formatter of Funnelweb. You can do a disk directory while in the editor and mark a file so that you do not have to retype in the DSK.FILENAME. This a big help if you can't remember the file name. If you do a disk directory while in the Formatter, apparently you can not mark the file, so if you want to mark the file you have to enter the Editor, do a disk directory, mark the file, exit the Editor, re-enter the Formatter. This is very clumsy and slow if you are not using a RAM.

disk. The trick is while in the Formatter, do a disk directory (Fctn 7). Arrow down to the file you want. Press the space bar, which places an invisible mark on the file. Press (ctrl) = to return to the Formatter, then press (fctn) D (right arrow) to the place for the new file name in the Formatter mail box. The name of the file you marked will automatically appear. This saves the time of repeatedly loading the Editor and Formatter just to mark files. This super for people who are intimidated by long filenames and can not remember, was it DOCS or -DOCS- or -READ-ME- or *README*. Reprinted from the Spirit of 99 Newsletter.

HAPPY HANUKKAH



LET TELCO DO THE CALLING By Glenn Bernasek TI-CHIPS Cleveland. Ohio

It goes without saying that TELCO is one super piece of software for the T1-99/4A. This program enables the TIer to communicate with the outside world. And not only can we talk to fellow TIers, but we are able, thanks to TELCO, to communicate with any and all systems with the greatest of ease!

Recently, I decided to have TELCO perform another service for me. This time I use TELCO to call relatives, friends and businesses for me. This allows me to dial frequently used phone numbers that I can't remember and don't want to look up every time.

The method is simple. I just load TELCO and choose (A)uto dialer from the main menu. I then press <M> and select the phone line number I want to add or edit. I type in the name and phone number, and leave the modem defaults alone. (Remember to press <FCTN/9> to roturn to the Main Menu and choose (S)etup options and to save (C)hanges.)

From them on, all I have to do is load TELCO. choose (A)uto dialer, PICK UP THE PHONE and enter the phone line number of the person I want to call. All I have to remember is to press <FCTN/4> when the FIRST ring is sounded. This will isolate me from TELCO and the modem, and I will be able to continue my phone call as I usually would. The only difference between manually dialing the phone and letting TELCO do the calling, is that I DON'T HAVE TO LOOK UP PHONE NUMBERS ANYMORE!

(You might want to stick "1170," in front of the phone numbers that you don't want "Call Waiting" to interrupt.)

"CALL WAITING" REVISITED

By Glenn Bernasek TI-CHIPS * Cleveland, Ohio

I was on FREE-NET and got blown off. My son-in-law was telecommunicating with a customer, and he got blown off! Why? Ne've both got CALL MAITING service on our phones. When a call comes in while we're on line, Call Maiting emits a special tone that the computers either cannot understand or interpret, in either case the host computer hangs we! What a paint!!!

This led me to dig up an old article by Hel Mybre, downloaded by Terry Vacha. that appeared in the October 1987 issue of the Cleveland Area TI-99/4A User Groups Newsletter titled DISABLE "CALL MAITING". Mhat follows is a reprint of Mel's and Terry's article followed by an endorsement by yours truly.

"I am unable to verify the following info which I found on Compuserve regarding "Call Maiting", because I do not have the service myself. If prefer to get AS FEM calls as possible, and sure don't mant two callers at once, However, I offer the following By Mel Myhre, to those who have modens and the plague called "Call Maiting". The rest is a direct quote."

"I use the following and it has always worked for me: Preface the number with "1170.". The "1170" tells the phone company to turn off the call waiting and any one who calls the number will get a busy signal. The comma is a pause for any haves compatable modem as to give the phone company computer time to react and stabilize the line. Try "1170" manually and you will hear approximately 3 tone bursts and then a normal dial tone after a slight pause. Call waiting is restored as soon as the present connection/call is terminated by the phone company computer so it must be reaccomplished for every number dialed. The Phone Files I use are all prefaced by "1170,". I travel extensively and it has always worked for me in the U.S. (they don't have such things overseas yet.)"

And now my endorsement. I tried the manual "1170", and i got the 3 tone bursts followed by a dial tone. So far - so good. I then fired up TELCO and called up Auto Dialer. I retyped the FREE-NET number to read "1170,369-3989".

The big experiment. J got on line with Free-net, and while the Administration menu was waiting for my selection, I dialed my phone on my daughter's phone (she has her own line). Mell what do you know? I GOT A BUSY SIGNAL AND MY CONNECTION WAS UNDISTURBED! All morked as advertised. Just don't forget to include the CONNA.





By Martin A. Smoley © Sept. 18, 1993 6149 Bryson Drive, Mentor, Ohio 44060-2324

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Graphics

And The

NorthCoast Library

I spent a lot of time telling you about the neat way you can spruce up your letters or your club newsletter with great graphics. Now I'd like to give you some TIPS on where to get those graphics. The tip is TIPS, by Ron Wolcott, which can be found in the NorthCoast library. I believe TIPS stands for TI Print Shop, but I'm not sure. I should add that I don't know a thing about TIPS or how to run or use it. I say that for those readers who think "I can't do that, it's to hard". I do know that the TIPS files contain a huge quantity of graphics and that these graphics can be extracted and used in FunnelWeb or Final Copy. I should say that although I frequently include FunnelWeb when I talk about the use of graphics, it is a bit harder to do and it takes added steps to print graphics with FunnelWeb. That is the main reason I purchased First Draft / Final Copy.

How did I get into graphics? It started with my remembering that Deanna Sheridan wrote articles for our newsletter and talked about this great program that made cards and letters, and I don't know what all and you could include graphics. Although we have TIPS version 1.8 in the club library, and Deanna did a great job of establishing and promoting the graphic portion of the club's library, I just wasn't paying enough attention at the time. So I was a Graphic dummy when I started. course I read all the docs and figured it out, right? Ha! I asked Deanna. Deanna said, if you don't want to use TIPS except for the extraction of the graphics it should be easy. Get a copy of TIPS, a TIPS graphic file, or disk, and CTIPS IA from the library and you're ready to go. CTIPS IA is a program by Terrence Murphy that converts a TIPS graphic to a TI-Artist Instance. said, Just put the TIPS disk in drive one and select extended basic to load it, then select number two from the first screen to print a TIPS file.

Well it was almost that easy, but not quite. started by initializing a few disks. I made a copy (TIPS version 1.8, a couple of disks that contained TI! graphic files, and disk ZZ48 (which contains CTIPS I) the graphic conversion program). As I was already usin DM-1000 to do my disk work. I made catalog printouts ar shoved each one in its respective disk cover. Next fired up Archiver version 3.03, because all the graph: disks are archived to save space. I only use it when run into one of these library disks. With dirt chee disks and DS/DD drives. I prefer to keep my persona stuff unarchived. However, Archiver is a great progra and it's easy to use. You simply select Extract Fil (by number), then enter the disk drive that holds the archived file (probably drive 1), then enter the destination drive number (probably 2), and do you war all the files extracted (Yes). In most cases the extracted file will almost fill a SS/SD disk with tw files, one has 348 sectors and the other 9 sectors. archived form the library gets two sets of these file on one SS/SD disk, that's a big space saver. work." Now I have one file unarchived. . That one fil becomes two files, GRDFTXT and GRDFXXX, which by the wa contains 126 graphics. Because I plan on using mor than one graphic, I figure it will be a good idea t have a complete printout of this file. In that case put my copy of TIPS into drive one and select Extende Basic to autoload TIPS. When loaded I select ite number two (TIPSSHOW). At the prompt (PLACE IMAGE DIS IN DRIVE 1) do that and press enter. The next promp asks for the file name, but only the first four letters In my case that would be GRDF. At this point I normall get an I/O error so I enter RUN, press Enter and star again. It normally runs fine after that. This is als the way to rerun the program if you want to print mor then one graphic file at a time. What will it do? Wel if your printer is on (and it should be), TIPS wil print the complete file, 5 graphics across and graphics down, per page, along with the graphic names This will normally take about 15 minutes and 3 or sheets of paper. When the printout is complete you ca browse through the graphics to find one that may suit particular topic of your newsletter or correspondence You're not finished yet! If I see a graphic I want t use (like the plane on this page), I shut my system dow and restart with my Editor Assembler cartridge. select number 5 (for run program), and with disk ZZ48 i drive 1, I type DSK1.CTIPS IA and press enter. This i the Assembly program written in C99 by Terrence Murph to extract a graphic from TIPS and convert it to TI-Artist Instance. When CTIPS IA is running it wil ask for the TIPS filename. I take the ZZ48 disk out o drive I and put in the disk that contains GRDFTXT an GRDFXXX. I then enter DSX1.GRDFXXX and press enter. A the next prompt I enter FAT PLANE, which is the name o the plane graphic I want converted. Next I enter th Instance name, which was FATPLANE. You will notice tha it is only 8 characters in length and does not have th (I) attached, CTIPS IA will do that.



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NOTE:If you use fareware, send the author a contribution.

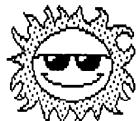
Araphies and the North Coast Library Continued

CTIPS IA will rapidly create the new file containing FATPLANE. After that it will grab the name of the next graphic in the file and ask you what name you want to give the Instance file. Although it would take a lot of time, this is a feature that can be used to start at the beginning of a file and with a minimal amount of typing convert all the graphics to Artist Instances. At this time you can use Fctn = to quit the program. The program will ask if you want to Exit or reRun the program. you want to convert another graphic that is not in sequence, press Y and CTIPS IA will start again from the beginning. Because this is Assembly Language CTIPS IA will restart in a flash. No matter what you decided, "by now you would have converted at least one graphic to an Instance and from my previous articles you should be able to print it with Final Copy. The first time you do a conversion it will be hard and time consuming, but each time after that it will get easier.

There is another program on 2248 by Terrence Murphy called CTIPSVUA. This program will go through a TIPS file and display each graphic on the screen for a time selected by you. The time you can choose is from zero to ten seconds. The program is quite fast and it may be used as an alternative to printing out all the graphics. I used it a couple times to run through a file, but over the long haul I prefer a printout to work from. CTIPSVUA loads as an E/A 5 program and uses roughly the same commands as CTIPS IA which I described previously.

One thing you will notice immediately, if you work with graphic, is that many times the graphic will print out slightly larger or smaller than you thought it would be. There is a program called ENLARGER that will make an Instance bigger but I don't know of an Instance shrinker. If you want them smaller you'll have to get into TI-Artist, (another program I don't know much about).

There is another program in the library which has helped me create these newsletter pages. It's part of a group of programs by Stephen J. Tuorto to convert or print graphics or graphic data from GRAPHX 5x5 clipart, CSGD picture and several other things I don't understand. The fact that I don't understand something never stopped me in the past. This disk is AAA90 in the library and will autoload if it's in drive one when you power up on Extended Basic. The main thing it will do for me is convert a CSGD to an Instance. Just what does that mean to you? If you recall, there are a lot of graphic Label disks around that are packed with little graphics like APE/GR or OHIO/GR with a size of about 2 and in the form of Int/Var 254. "You see that little OHIO in the top left corner of this page." On one disk I found over 90 of these little graphics. The only thing I could do with them in the past was to run the disk and make labels. Now I run Steve Tuorto's disk and select number 1 (CSGD Decoding) from the main menu. program asks me for the file name. It is typed in as DSK3.MOOSE. The DSKn. is included and the /GR is not. After that the program will look for the file and if found will display the graphic in the middle of your "This part is a little slow, but you can watch the graphic as it builds. Next you are asked if you want print the graphic or the graphic data to your printer. Just press N for no and you will pass the selections you don't want. You will come to a selection that asks if you want a TI-Instance created. If you answer Y for Yes, the program will only ask you for the disk drive number (such as 3). Upon entering the drive number the Instance will be created using it's original This process is good for name (such as MOOSE I). converting a graphic Which you have used for labels. You might place it next to your name on a letter and it would match your mailing labels.





I want to update something I said in my last article, which was that Final Copy could load and print 9 graphics at a shot. Recently, I printed 41 graphics, non-stop, on my NX-1000. I merely loaded them, printed

them, reloaded another 9, from the same disk and kept

printing.

I am looking forward to your comments and questions.

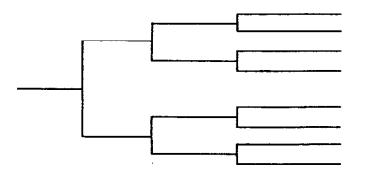
Good luck. Marty.



W TOWN

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