



MID ILLINOIS COMPUTER RESOURCE  
ORGANIZATION  
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BLOOMINGTON - NORMAL MICRO NEWSLETTER  
SEPTEMBER 1985, VOL. 3, No. 9

Welcome to the age of the computer in the home! Future meetings will be held the third THURSDAY of each month at 7 P.M. at the IAA Building in Bloomington. Future dates include September 19, October 17, and November 21.

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The program for September will consist of everyone attending to demo a cassette or disk program or a cartridge. A cassette recorder and disk drive with extra memory will be provided. Extended basic will also be available. I hope everyone brings something to share. This will give some of our members a chance to demo a program for their first time.

\*\*\*\*\* PRESIDENTS NOTES \*\*\*\*\*

Although Texas Instruments left the home computer market, they are still supporting it in an important way. What I am referring to is their product exchange centers. Recently, our group got to experience the benefits of the TI exchange centers. During last months meeting, the club's computer began acting up. The club decided we needed a "new" computer. Ray Hinrichsen was already going to he TI exchange center so he took our computer and got a "new" one for \$33.50. Ray was going because his expansion box was not running correctly. The technician at the exchange center diagnosed it as a bad flex cable. Since Ray's system had only been out of warranty for a few months, they only charged him \$5.00. I also had Ray exchange a computer and disk controller card for me. The card cost \$47.00 to exchange. You get a six month warranty on all exchanged items. How many other computer companies would continue to support a computer that had been out of production for almost 2 years?

Brian McFeeters

The address for our TI exchange center is:

TEXAS INSTRUMENTS SERVICE CENTER  
515 W. ALGONQUIN RD.  
ARLINGTON HTS., IL 60005

1-312-437-5660

Before exchanging any item (either by mail or in person), you should call to check product availability and price. They are open Monday-Friday.

\*\*\*\*\*

At last months meeting, I mentioned that Navarone Industries was offering TI clubs a chance to try their products. I have sent in the form to register our club. Sid Smart will be our club's contact. Navarone will send us one of their products (mostly software). It may or may not be currently for sale. We try it out and send them our comments. The club gets to keep the product at no cost to us. We will probably put the item in our library for everyone to try.

\*\*\*\*\*

I recently ordered an assembly language game from a company that is phasing out it's TI software. I ordered a pinball game which is very realistic. During their close-out, all of the software is priced at \$10.00. They are offering four different games. They are: MIDNITE MASON, MICRO PINBALL, T.I. TOAD, and BURGER BUILDER. All are available on disk with MIDNITE MASON also in cartridge form. The one I ordered, MICRO PINBALL, will load thru E/A, TI-WRITER, or EXTENDED BASIC (all 3 require 32K). I would expect the other 3 games to load the same way. The address is:

SOFTWARE SPECIALTIES, INC.  
BOX 3304  
EVERGREEN, CO 80439

\*\*\*\*\*

There was a typing error in the CURSOR REDEFINER program in MAY's issue. Line 130 should read:

130 CALL LOAD(16376,67,85,82,83,79,82,48,8)

\*\*\*\*\*

Thanks again to Jim Peterson for his TIPS FROM THE TIGERCUB. SUPERLISTER program was based on an idea from TI-SHUG USER'S group and enhanced by Bob Pass. The quick reference guide was from the APRIL 85 PUGGET SOUND 99'ers newsletter.

\*\*\*\*\*

NOTE: If you bring software to demo at any meeting, remember we have only a single-sided, single-density disk drive. We do now have a 32K box so we can run programs that require it.

# SUPERLISTER

```

100 ! *****
110 ! ** PROGRAM LISTER **
120 ! ** FROM DISK FILE **
130 ! ** TO PRINTER IN **
140 ! ** MULTIPLE FORMATS **
150 ! ** BASED ON AN IDEA **
160 ! ** FROM TI-SHUG **
170 ! ** USER'S GROUP IN **
180 ! ** AUSTRALIA. **
190 ! ** ENHANCED BY BOB **
200 ! ** PASS MAY 8, 1985 **
210 ! *****
220 !
230 OPTION BASE 1 :: DIM P$(320)
240 CALL CLEAR :: CALL SCREE
N(4):: FILE="DSK1.PRGMLIST"
:: PRTR$="PIO" :: CALL WIPE
R(P$()): X=1 :: EFL=0
250 DISPLAY AT(2,7):"PROGRAM
LISTER"
260 DISPLAY AT(6,1):"Program
is Listed to Disk as: "FI
lename: ";FIL$: "Y or N? Y
270 ACCEPT AT(10,9)BEEP SIZE
(-1)VALIDATE("YN"):A$ :: IF
A$="N" THEN CALL FIXNAME(FIL
$):: GOTO 260
280 DISPLAY AT(14,1):"Correc
t Printer Device Name": "is
: ";PRTR$: "Y or N? Y"
290 ACCEPT AT(18,9)BEEP SIZE
(-1)VALIDATE("YN"):A$ :: IF
A$="N" THEN CALL FIXNAME(PRT
R$):: GOTO 280
300 DISPLAY AT(20,1):"Normal
or Condensed Format?": "(N
or C) C"
310 ACCEPT AT(22,10)BEEP SIZ
E(-1)VALIDATE("NC"):F$ :: IF
F$="N" THEN L=110 ELSE L=29
6
320 DISPLAY AT(24,1):"ALL IN
POTS CORRECT, Y/N? Y"
330 ACCEPT AT(24,27)BEEP SIZ
E(-1)VALIDATE("YN"):A$ :: IF
A$="N" THEN 240
340 OPEN #1:FILE$ :: OPEN #2:

```

```

PRTR$, DISPLAY ,OUTPUT,VARIAB
LE 132
350 DISPLAY AT(12,1)ERASE AL
L:"Even Column Length or Rag
ged": "(E or R)? E"
360 ACCEPT AT(14,11)BEEP SIZ
E(-1)VALIDATE("ER"):E$ :: CA
LL CLEAR
370 DISPLAY AT(12,1)ERASE AL
L:"Do you wish to include an
y comments at the start of
thelisting? (Y or N) N"
380 ACCEPT AT(14,19)BEEP SIZ
E(-1)VALIDATE("YN"):A$ :: IF
A$="Y" THEN CALL COMMENT(P$
(),X,L,E$)ELSE CALL CLEAR
390 !
400 ! ** BEGIN FORMATTING **
410 ! ** PROGRAM LISTING **
420 ! ** INTO COLUMNS **
430 !
440 CALL PAGEBUILD(P$(),EFL,
X,L)
450 CALL ADJUST(L,X,E$)
460 CALL CLEAR :: DISPLAY AT
(3,1):"Assembling and out-pu
tting": "print lines to dev
ice name": " : PRTR$ :: CALL
PRINTPAGE(P$(),X,L)
470 X=1 :: CALL CLEAR :: IF
EFL=0 THEN CALL WIPER(P$()):
GOTO 440
480 CLOSE #1 :: CLOSE #2 ::
DISPLAY AT(3,1):"Another lis
ting? (Y or N) N" :: ACCEPT
AT(3,27)BEEP SIZE(-1)VALIDAT
E("YN"):A$
490 IF A$="Y" THEN 240
500 !
510 STOP
520 !
530 !*****
540 !** END OF MAIN PRGM **
550 !*****
560 !
570 !
580 !*****
590 !* SUBROUTINE SECTION *

```

```

600 !*****
610 !
620 SUB BASICLINE(N$,E)
630 N$="" :: IF NX$="" THEN
LINPUT #1:NX$
640 N$=N$&NX$ :: IF LEN(N$)<
80 OR EOF(1)THEN NX$="" :: E
=EOF(1):: SUBEXIT ELSE LINPUT
#1:NX$
650 PX=POS(NX$," ",1):: IF P
X<2 OR PX>6 THEN 640
660 P=POS(NX$," ",1):: IF PX
<P THEN 640
670 NR=-1 :: FOR I=1 TO PX-1
:: C=ASC(SEG$(NX$,I,1)):: N
R=NR AND C)47 AND C)5E :: NE
XT I :: IF NOT(NR)THEN 640
680 IF SEG$(N$,LEN(N$),1)="
" THEN 640
690 IF VAL(SEG$(NX$,1,PX-1))
<VAL(SEG$(N$,1,P-1))THEN 640
700 NQ,I=0
710 I=POS(N$,CHR$(34),I+1)::
IF I THEN NQ=NQ+1 :: GOTO 7
10 ELSE IF NQ<2*INT(NQ/2)TH
EN 640
720 SUBEND
730 !
740 !*****
750 !
760 SUB PAGEBUILD(P$(),EFL,X
,L)
770 FOR I=X TO L
780 IF EFL THEN SUBEXIT ELSE
CALL BASICLINE(NEW$,EFL)::
PRINT NEW$: ""
790 IF NEW$="" THEN 780 ELSE
CALL WRITECOL(P$(),I,X,NEW$
):: I=X
800 NEXT I
810 SUBEND
820 !
830 !*****
840 !
850 SUB WRITECOL(P$(),I,X,NEW$
)
860 IF LEN(N$)>28 THEN P$(X)
=SEG$(N$,1,28):: N$=SEG$(N$,

```

```

29,LEN(N$)-28):: X=X+1 :: GO
TO 860 ELSE P$(X)=N$ :: N$="
" :: X=X+1 :: P$(X)=" " :: X=
X+1
870 SUBEND
880 !
890 !*****
900 !
910 SUB PRINTPAGE(P$(),X,L)
920 IF L=296 THEN 940
930 FOR I=1 TO X :: PRINT #2
:TAB(9);P$(I);TAB(45);P$(I+X
):: NEXT I :: GOTO 1010
940 PRINT #2:C=F$ 27);C=F$ 6
81):: PRINT #2:CHR$(27);CHR$(
81):: REM ** Set up for 1/8
lines/inch and compressed pr
inting **
950 PRINT #2:CHR$(27);CHR$(4
0);"006,008,037,039,068,070,
099,101." :: REM ** Sets hor
i. tabs **
960 PRINT #2:TAB(8);RPT$("-"
,123):: F$="
" :: S=LEN(F$)
970 FOR I=1 TO X :: A$=P$(I)
:: B$=P$(I+X):: C$=P$(I+(2*X
)):: D$=P$(I+(3*X))&SEG$(F$,
LEN(P$(I+(3*X))),S)
980 PRINT #2:CHR$(9);" ";CHR
$(9);A$;CHR$(9);" ";CHR$(9);
B$;CHR$(9);" ";CHR$(9);C$;CH
R$(9);" ";CHR$(9);D$
990 NEXT I :: REM ** CHR$(9)
tabs the printer to next ta
b stop **
1000 PRINT #2:TAB(8);RPT$("-"
,123)
1010 PRINT #2:CHR$(27);CHR$(
48);CHR$(12):: REM ** Clears
tab stops and form feed **
1020 SUBEND
1030 !
1040 !*****
1050 !
1060 SUB WIPER(P$())
1070 FOR I=1 TO 320 :: P$(I)
=" " :: NEXT I
1080 SUBEND

```

1090 !	1180 !	1240 DISPLAY AT(1,26)SIZE(3) :STR\$(L-X+1):: IF X=L THEN C	1320 SUB ADJUST(L,X,E\$)
1100 !*****	1190 SUB COMMENT(P\$( ),X,L,E\$	ALL ADJUST(L,X,E\$):: CALL PR	1330 IF L=296 THEN 1370
1110 !	1200 CALL CLEAR :: DISPLAY A	INTPAGE(P\$( ),X,L):: CALL WIP	1340 IF INT(X/2)=X/2 THEN 13
1120 SUB FIXNAME(N\$)	T(1,1):"ENTER GO TO QUIT, L	ER(P\$( )):: X=1 :: GOTO 1240	50 ELSE X=X+1
1130 CALL HCHAR(22,1,32,96)	LINE\$=";STR\$(L-X+1):"*****	1250 NEXT I	1350 IF X\L OR E\$="E" THEN X
1140 DISPLAY AT(22,1):"CORRE	1210 FOR I=5 TO 23	1260 CALL HCHAR(4,1,32,640):	=X/2 ELSE X=55
CT NAME SHOULD BE....." :: A	1220 ACCEPT AT(I,1)BEEP SIZE	: DISPLAY AT(4,1):P\$(X-1)::	1360 SUBEXIT
CEPT AT(24,1)BEEP:N\$ :: N\$=	(28)VALIDATE(UALPHA,NUMERIC,	GOTO 1210	1370 IF INT(X/4)=X/4 THEN 13
DSK1.&N\$ :: CALL HCHAR(22,	" ;!?( )&\$\$#/=/'^" :P\$(X)::	1270 CALL CLEAR	80 ELSE X=X+1 :: GOTO 1370
1,32,96)	X=X+1	1280 SUBEND	1380 IF X\L OR E\$="E" THEN X
1150 SUBEND	1230 IF SEG\$(P\$(X-1),1,2)="Q	1290 !	=X/4 ELSE X=74
1160 !	Q" THEN P\$(X-1)=" :: GOTO 1	1300 !*****	1390 SUBEND
1170 !*****	270	1310 !	

## SUPERLISTER

SUPERLISTER is an Extended Basic program that will list any Basic or X-basic program in columns that are 28 characters in width. This makes it easier to type in programs as the listing is the same as what appears on your screen. SUPERLISTER can print the listing in 2 columns with normal print and 4 columns with condensed print. You can also add unlimited comments at the beginning of the listing.

### HOW TO USE SUPERLISTER

1. Load the program you want to list into the console.
2. Remove the program disk and load the disk with SUPERLISTER.
3. Type LIST "DSK1.PRGM/LIST" and press ENTER.
4. When the cursor appears, you have a display/variable 80 file under the name PRGM/LIST. (You can use any name except the program name for SUPERLISTER)
5. Load and run the SUPERLISTER program in X-basic.
6. From this point on follow the program's instructions.

The listing for SUPERLISTER was in the JUNE85 issue of 99er ONLINE. It was written by Bob Pass. I changed the program to print on a Prowriter printer. For it to work on an Epson, replace lines 940, 950, and 1010 with the following lines.

```

940 PRINT #2:CHR$(15);CHR$(27);"0" :: REM ** Set for compressed
printing **
950 PRINT #2:CHR$(27);CHR$(68);CHR$(6);CHR$(8);CHR$(37);CHR$(39);
CHR$(68);CHR$(70);CHR$(99);CHR$(101);CHR$(0):: REM ** Sets for horiz.
tabs **
1010 PRINT#2:CHR$(18);CHR$(27);"2";CHR$(27);CHR$(68);CHR$(0);CHR$(12)
:: REM ** Clear Tab Stops and Form Feed **

```



TIPS FROM THE TIGERCUB

#23

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156 Collingwood Ave.  
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for just \$15.00 postpaid!

Nuts & Bolts is a diskfull of 100 (that's right, 100!) XBasic utility subprograms in MERGE format, ready for you to merge into your own programs. Contents include 13 type fonts, 14 text display routines, 12 sorts and shuffles, 9 data saving and reading routines, 9 wipes, 8 pauses, 6 music, 2 protection, etc., and now also a tutorial on using subprograms, all for just \$19.95 postpaid!

And I have about 140 other absolutely original programs in Basic and XBasic at only \$3.00 each!(plus \$1.50 per order for cassette, packing and postage, or \$3.00 for diskette, PPM) I will send you my descriptive catalog for a dollar, which you can then deduct from your first order.

Several different routines have been published which will extract and save a specified series of lines out of a program, but this one by George Steffen of the L.A. 99ers is certainly the

best.

```
1 !SUBROUTINE EXTRACTOR by G
eorge F. Steffen. SAVE in ME
RGE format. MERGE into any p
rogram (with line # starting
above 8). RUN to extract
2 !selected lines. Deletes i
tself. Then BE SURE to SAVE
the selected lines in MERGE
format because the remaining
lines are still in memory!
3 CALL CLEAR :: CALL INIT ::
INPUT "Line numbers of rout
ine to be saved: First,Last?
":L,M :: G=256 :: CAL
L 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+1
TO F STEP 4 :: CALL PEEK(E,
A,B):: IF A=C AND B=D THEN 6
5 NEXT E :: PRINT "LINE";M;
"NOT FOUND!" :: STOP !@P-
6 H=INT(E/G):: I=E-(G#H):: H
=H+G :: C=INT(L/G):: D=L-C#G
:: FOR E=E+4 TO F STEP 4 ::
CALL PEEK(E,A,B):: IF A=C A
ND B=D THEN 8 !@P-
7 NEXT E :: PRINT "LINE";L;
"not found!" :: 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-
```

The enhancements to my Menu Loader, published in Tips #22, contained an error. Please change line 413 to read -  
413 LINPUT #2:M# :: PRINT M#  
:: IF EOF(2)THEN 416

Some folks were interested in the idea of a program that writes a program, so let's write a program that will write a program to list the token codes that you need to use to write a program that will write a program -

```
100 OPEN #1:"DSK1.TOKENLIST"
,OUTPUT,DISPLAY ,VARIABLE 16
3 :: FOR N=129 TO 254 :: L1=
INT(N/256):: L2=N-256#L1
110 PRINT #1:CHR$(L1)&CHR$(L
2)&CHR$(131)&CHR$(N)&CHR$(0)
:: NEXT N
120 PRINT #1:CHR$(255)&CHR$(
```

255):: CLOSE #1 :: END

Key that in and SAVE it just in case, then RUN it. When READY, type NEW, then MERGE DSK1.TOKENLIST. Now LIST it and you will see a list of ASCII codes 129 through 254 and their token meanings. Delete lines 171 through 175, 185, 198, 226 through 231, and 242. Change the definition of 199 to QUOTED STRING, of 200 to UNQUOTED STRING, and add line 255 END OF FILE.

You don't need all those exclamation points, so change the program to a DIS/VAR 80 file by LIST "DSK1.TOKENLIST". Then key in this little routine.

```
100 OPEN #1:"DSK1.TOKENLIST"
:: OPEN #2:"PI0"
110 LINPUT #1:A# :: PRINT #2
:SEG$(A#,1,4)&SEG$(A#,6,LEN(
A#)):: IF EOF(1)<>1 THEN 110
120 CLOSE #1 :: CLOSE #2 ::
END
```

RUN it, and print out a list of all the token codes. More on this next month - if someone buys a few programs so that I can afford another month.

Now that we've done about all that we can with the Menu Loader, here is another version to use on your finalized library disks of programs. It lacks the features that you will no longer need, but will list your programs by their full names, up to 24 characters long.

```
100 !NAMELOADER by A. Kludge
/H. Gordon/T. Boisseau/J. Pe
terson/etc.
110 CALL CLEAR :: CALL SCREE
N(5):: FOR S=1 TO 14 :: CALL
COLOR(S,7,16):: NEXT S :: C
ALL VCHAR(1,31,1,96):: CALL
COLOR(0,2,16)
120 OPTION BASE 1 :: DIM P6#
(99),M$(99)
```

```
130 ! List the full names of
the programs on the disk in
the DATA statements, in the
sequence in which they are
listed by an ordinary disk
cataloger program
140 !Then SAVE this program
under the filename LOAD
150 DATA
160 DATA
170 DATA
180 DATA
190 DATA END
200 FOR J=1 TO 99 :: READ M#
(J):: M$(J)=SEG$(M$(J),1,24)
210 IF M$(J)="END" THEN M$(J
)=" " :: GOTO 230
220 NEXT J
230 IMAGE #0
240 DISPLAY AT(1,4):"TIGERCU
B NAMELOADER"
250 D$="DSK1." :: OPEN #1:D$
,INPUT ,RELATIVE,INTERNAL ::
INPUT #1:P#
260 FOR X=1 TO 99 :: IF X/20
<>INT(X/20)THEN 290
270 DISPLAY AT(24,1):"Type #
of choice or Enter 0" :: AC
CEPT AT(24,27)VALIDATE(DIGIT
)SIZE(-3):K :: IF K=0 THEN 2
80 :: IF K>0 AND K<NN+1 THEN
390 ELSE 270
280 X=1
290 I=I+1 :: IF I>127 THEN K
=X :: GOTO 370
300 INPUT #1:P# :: NN=NN+1
310 IF LEN(P#)=0 THEN 350
320 DISPLAY AT(X+3,2):USING
230:NN :: DISPLAY AT(X+3,5):
M$(NN):: P6$(NN)=P#
330 CALL KEY(0,KK,ST):: IF S
T=0 THEN 340 :: FLAG=1 :: GO
TO 350
340 NEXT X
350 DISPLAY AT(X+4,1):" " ::
DISPLAY AT(X+5,2):USING 230
:NN+1 :: DISPLAY AT(X+5,6):"
Terminate"
360 DISPLAY AT(X+6,1):" C
hoice?" :: ACCEPT AT(X+6,16)
SIZE(2)VALIDATE(DIGIT):K ::
IF K<>NN AND K<NN+1 THEN 38
0
370 IF K=NN+1 THEN CALL CLEA
R :: CLOSE #1 :: END
380 !IF K<1 OR K>99 OR LEN(P
6$(K))=0 THEN 350
390 CLOSE #1
400 CALL INIT :: CALL PEEK(-
31952,A,B):: CALL PEEK(A#256
```

```

+B-65534,A,B):: C=A*256+B-65
534 :: A$=D$&P6$(K):: CALL L
OAD(C,LEN(A$))
410 FOR I=1 TO LEN(A$):: CAL
L LOAD(C+I,ASC(SEG$(A$,I,1)
):: NEXT I :: CALL LOAD(C+I,
0)
420 CALL VCHAR(1,3,32,672)::
CALL SCREEN(0):: FOR S=0 TO
14 :: CALL COLOR(S,2,1):: N
EXT S :: DISPLAY AT(12,2):"L
OADING ";M$(K)
430 RUN "DSK1.1234567890"

```

Last month I forgot to have anything for the kids, or anything in Basic, so -

```

100 CALL CLEAR
110 REM by Jim Peterson of
Tigercub Software
120 PRINT TAB(1);"####AUTOMA
TIC MOUSE MAZE####": : : "
Choose your mouse and:"wa
tch it try to find its way"
130 PRINT "through the maze.
": : " When one of the mice
has":"taken 50 extra steps,
the":"cat gets it!"
140 PRINT : : "Touch any key"
150 CALL KEY(0,K,ST)
160 IF ST<1 THEN 150
170 CALL CLEAR
180 CALL CHAR(120,"0078FEFF
E78")
190 CALL CHAR(121,"1038387C7
C7C7C38")
200 CALL CHAR(122,"387C7C7C7
C383810")
210 CALL CHAR(123,"001E7FFF7
F1E")
220 CALL CHAR(128,"001E61816
11E")
230 CALL CHAR(129,"384444444
4242410")
240 CALL CHAR(130,"102828444
4444438")
250 CALL CHAR(131,"007886818
678")
260 CALL SCREEN(5)
270 T1=610
280 T2=610
290 CALL CHAR(136,"FFFFFFF
FFFFFF")
300 CALL COLOR(14,16,16)
310 CALL COLOR(13,2,16)
320 CALL COLOR(12,2,16)
330 R=10
340 GOSUB 1460

```

```

350 R1=10
360 C=2
370 C1=2
380 CALL HCHAR(R,C,136,2)
390 C=C+1
400 M=120
410 M2=120
420 RANDOMIZE
430 A=(INT(2*8RND)+1)*2
440 B=INT(10*8RND)+1
450 ON B GOSUB 470,470,470,4
70,510,510,550,550,590,590
460 GOTO 420
470 IF C+A>30 THEN 630
480 CALL HCHAR(R,C,136,A)
490 C=C+A
500 RETURN
510 IF R+A>20 THEN 540
520 CALL VCHAR(R,C,136,A)
530 R=R+A
540 RETURN
550 IF R-A<2 THEN 580
560 CALL VCHAR(R-A+1,C,136,A
)
570 R=R-A
580 RETURN
590 IF C-A<3 THEN 620
600 CALL HCHAR(R,C-A+1,136,A
)
610 C=C-A
620 RETURN
630 CALL HCHAR(R,C,136)
640 C=C+1
650 IF C<31 THEN 630
660 R2=R
670 C2=C
680 CALL HCHAR(R1,C1,M)
690 CALL HCHAR(R2,C2,M2)
700 Y=Y+1+(Y=2)*2
710 IF Y=2 THEN 1020
720 CALL HCHAR(R1,C1,136)
730 ON M-119 GOTO 800,900,74
0,850
740 IF C1=31 THEN 950
750 CALL GCHAR(R1,C1+1,6)
760 IF 6=32 THEN 850
770 C1=C1+1
780 M=120
790 GOTO 950
800 CALL GCHAR(R1-1,C1,6)
810 IF 6=32 THEN 740
820 R1=R1-1
830 M=121
840 GOTO 950
850 CALL GCHAR(R1+1,C1,6)
860 IF 6=32 THEN 900
870 R1=R1+1
880 M=122
890 GOTO 950
900 CALL GCHAR(R1,C1-1,6)

```

```

910 IF 6=32 THEN 800
920 C1=C1-1
930 M=123
940 GOTO 950
950 CALL HCHAR(R1,C1,M)
960 IF (C1=31)*(C2=2)THEN 13
20
970 IF C1<31 THEN 700
980 T2=T2-10
990 CALL SOUND(50,T2,5)
1000 IF T2=110 THEN 1340
1010 GOTO 700
1020 CALL HCHAR(R2,C2,136)
1030 ON M2-127 GOTO 1040,120
0,1090,1150
1040 CALL GCHAR(R2+1,C2,6)
1050 IF 6=32 THEN 1090
1060 R2=R2+1
1070 M2=129
1080 GOTO 1250
1090 IF C2=2 THEN 1250
1100 CALL GCHAR(R2,C2-1,6)
1110 IF 6=32 THEN 1150
1120 C2=C2-1
1130 M2=128
1140 GOTO 1250
1150 CALL GCHAR(R2-1,C2,6)
1160 IF 6=32 THEN 1200
1170 R2=R2-1
1180 M2=130
1190 GOTO 1250
1200 CALL GCHAR(R2,C2+1,6)
1210 IF 6=32 THEN 1040
1220 C2=C2+1
1230 M2=131
1240 GOTO 1250
1250 CALL HCHAR(R2,C2,M2)
1260 IF (C2=2)*(C1=31)THEN 1
320
1270 IF C2>2 THEN 700
1280 T1=T1-10
1290 CALL SOUND(50,T1,5)
1300 IF T1=110 THEN 1370
1310 GOTO 700
1320 CALL HCHAR(1,1,32,768)
1330 GOTO 330
1340 GOSUB 1460
1350 PRINT "THE CAT GOT THE
WHITE MOUSE": :
1360 GOTO 1390
1370 GOSUB 1460
1380 PRINT "THE CAT GOT THE
BLACK MOUSE": :
1390 PRINT "TO PLAY AGAIN, T
OUCH ANY KEY"
1400 CALL KEY(0,K,ST)
1410 IF ST<1 THEN 1400
1420 T1=610
1430 T2=610
1440 CALL HCHAR(1,1,32,768)

```

```

1450 GOTO 330
1460 CALL HCHAR(23,1,32,32)
1470 PRINT CHR$(120);(610-T1
)/10;TAB(20);CHR$(128);(610-
T2)/10
1480 RETURN

```

Did you know that ACCEPT AT(1,0) will accept a full line of 28 characters? Did you know that ACCEPT AT(R,0)SIZE(-28) and Enter will accept everything on row R? And did you know that ACCEPT M\$ will accept a string of 255 characters?

Need a filler, so -

```

100 !MUSICAL BARGRAPH by Jim
Peterson
110 CALL CLEAR :: CALL SCREE
N(5):: FOR J=2 TO 14 :: X=J-
(J>4):: CALL COLOR(J,X,X)::
NEXT J
120 DIM M$(13),N(13):: M$="(
00@HPX'hpX"&CHR$(128)&CHR$(1
36):: FOR J=1 TO 13 :: M$(J)
=SEG$(M$,J,1):: DISPLAY AT(J
+6,1)SIZE(1):M$(J):: NEXT J
130 X=110 :: FOR J=1 TO 13 :
: N(J)=X*1.059463094^(J-1)::
NEXT J
140 A=INT(13*8RND+1):: B=INT(
25*8RND+1):: DISPLAY AT(A+6,2
)SIZE(28):RPT$(M$(A),B):: CA
LL SOUND(B*40,N(A),0,N(A)*2+
4,0,N(A)*4+6,0)
150 DISPLAY AT(A+6,2):" ::
GOTO 140

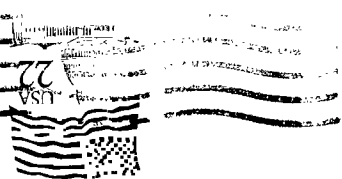
```

MEMORY FULL

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```
*****
*      MMM      MMM      IIIIII      CCCCCC      RRRRRRRR      00000000      *
*      MM M M MM      II      CC      RR      RR      00      00      *
*      MM M M MM      II      CC      RRRRRRRR      00      00      *
*      MM  M  MM      II      CC      RR      RR      00      00      *
*      MM      MM      II      CC      RR      RR      00      00      *
*      MM      MM      IIIIII      CCCCCC      RR      RR      00000000      *
*
*
*      The MID ILLINOIS COMPUTER RESOURCE ORGANIZATION      *
*****
```