

MICRO/99 Newsletter Volume 4, Number 12 January, 1986

MICRO/99 is a not-for-profit group dedicated to the sharing of information and public domain software for the Texas Instruments 99/4A home computer. Meetings are held the third Thursday of each month at the Illinois Agriculture Assosciation building, 1701 Towanda Avenue, Bloomington. Attendees sign in with the guard at employee entrance number 4 at the rear of the building. Visitors are especially welcome.

## \*\*\* JANUARY 16 MEETING \*\*\*

The program for the January 16, 1986 meeting will include a buy/sell/swap meet. Bring any hardware, software, books, magazines, etc. that you would like to sell or exchange.

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There will also be demonstrations of the GRAM KRACKER from Millers Graphics. See notes on this amazing new device on the next page.

## \*\*\*\* SMART REMARKS \*\*\*\*

A new year has begun. As I start my presidency of MICRO, I hope you will all join me in a New Year's resolution to do your part to allow this group to realize its full potential. The first thing to do in this regard is to renew your membership! (Annual dues of \$15 per family will be accepted at the meeting.) But that is just the first step. Promote the club among your friends that have TI 99's. Volunteer to be our publicity contact with the news media. Submit an article for the newsletter. Suggest a meeting topic you would like to see or present.

The level of hardware and software support for our orphan computer continues to astound me, and more is coming. The New Year can be another exciting one for the TI 99 community.

#### \*\*\*\*\*\* NEW OFFICERS \*\*\*\*\*\*\*

The following officers were elected at the December meeting:

Sid Smart, President	(309)	962-9305	(home	- LeRoy)
	(309)	766-2320	(work	- Bloomington)
Brian McFeeters, Vice Pres.	(309)	263-8807	(home	- Morton)
Ray Hinrichsen, Treasurer	(309)	827-6965	(home	- Bloomington)

### \*\*\*\*\*\*\*\* GRAM KRACKER \*\*\*\*\*\*\*

Those of us who ordered Gram Krackers at the Chicago TI Faire received them in time for Christmas. This device from Millers Graphics fits into the cartridge port, and software cartridges plug into it. It contains 56K of battery powered RAM and GRAM (Graphics RAM), a routine to save any cartridge to tape or disk, a routine to load it back into the Gram Kracker to run from there. About 15 cartridges can be saved on one DSDD disk!

There is also a memory editor that can modify the reloaded program. Most of us will not have the programming expertise to do much of that on our own, but we can expect to see articles and software offerings which will allow us to extend Extended Basic, modify print file defaults, load multiple cartridges at once, etc. The preliminary utility disk supplied with the device enables some of this. The final version, yet to come, will have more.

With an optional 24K (total 80K) installed, modifications can be made to TI BASIC and even the operating system itself. I'll bet that some of the many TI technical wizards, in addition to Craig Miller himself, will be coming out with some amazing things based on the capabilities of this device.

The January 16 meeting will include a demo of the GRAM KRACKER.

### \*\*\*\*\*\*\* FUTURE PRODUCT? \*\*\*\*\*\*\*

Pilgrims' Pride of Hatboro, PA announced their intention to market a module that will allow you to save any cartridge to disk, and reload it into their module to run. They estimate a March, 1986 release date and a tentative price of \$60 to \$70. They say it will expand your system by 8K and include a program loader package.

#### \*\*\*\*\*\*\* QUIET FANS \*\*\*\*\*\*\*

MICROpendium reports that Statco, Inc., P.O. Box 145, Townsend, MA 01469-0145 is offering a quiet, high efficiency muffin fan made by EG&G/ROTRON to replace the noise maker TI put in your expansion box. The price, including P&H, is \$17. We have an article in our newsletter exchange that describes how to install a replacement fan.

## MYARC 128K CARD

Recently, I purchased a MYARC 128K memory expansion card to replace my TI 32K card. I had tried to buy a MYARC 512K card, but was unable to locate one. The 128K card can be upgraded to a maximum of 512K by plugging in memory chips. I have ordered the chips to do this.

The 128K card serves three functions. It's main function is in providing 32K of memory to run programs requiring extra memory such as TI-WRITER. It will replace a TI 32K expansion memory card. Secondly, it will work as a ram disk. Up to 400K can be allocated (if you have 512k). The ram disk can save and load programs the same as a floppy drive only much faster. Lastly, any memory not allocated to the ram disk can be used as a print spooler for quicker access to your computer while you are printing.

Below are some of the commands built into the 128K card that are available in basic or extended basic:

CALL PART(X,Y)	-	for partitioning the ram disk and print spool; X = Kbytes for ram disk Y = Kbytes for print spool X + Y must equal 96 for 128K card
CALL EMDK(N)	-	emulates any drive 1-5; if drive number used is same as floppy drive, the floppy becomes inactive
CALL RDDIR	-	gives a directory of ram disk
CALL VOL(name)	-	allows you to give ram disk a name; useful in programs like Multiplan where a disk name is needed

Ram disk can be refered to as RD.

SP is used for RS232 printing while SPPIO for parallel.

Another feature of the card is the ability to leave programs loaded in the card with the expansion box is turned off. A 9 volt power supply can be plugged in the back. This turns the card into a mini "hard drive". With 96K, you can load a full SS/SD disk. With 512K, you can load over four SS/SD disks (remember the max memory available for the ram disk is 400K).

I have loaded programs to the ram disk using a sector copy program such as DM-1000. However, you can only do this once as the second time will wipe out what is already there.

Printing one page thru TI-WRITER with 80K of print spool took only 4 seconds for the cursor to return. It took 23 seconds using only the printer's 2K buffer.

Below are the times (secs) to load programs from ramdisk and floppy:

PROGRAM	RAMDISK	FLOPPY	****	PROGRAM F	RAMDISK	FLOPPY
load DM1000	2	12		catalog in DM1000	<1	 2-3
MICRO PINBALL	1	8		E/A in GRAMKRACKER	₹2	8
(mailing labels) 39 records	74	109		(43 sector basic to cursor return)	16	22

All-in-all the 128K card is a great buy. Most dealers are selling them for \$199 which is a bargain considerating what it does; provides 32K memory expansion, a ram disk to speed up file access, and a print spool to speed up computer access during printing. It also comes with a well written 24 page manual.

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This article was written by Tom Kennedy and appeared in the DEC85 issue of the LEHIGH 99'ers newsletter.

## TI-WRITER TUTORIAL

How many of you have a typewriter? Please raise your hand. Keep your hand up if your typewriter has interchangable text. How about automatic bold and underline. Or some amount of memory storage (for letterheads, etc.). How about an erase key? Those of you left probably have a pretty expensive piece of machinery, but TI-WRITER has ten times the functions or featuers of the best typewriters. With TI-WRITER, your only limitation is your own creativity.

To start off with, what do you need to operate your word processor. You must have the 99/4A console (TI-WRITER won't work with the 99/4), a TV or monitor, the cartridge and disk package (or freeware program TK-WRITER), disk system, memory expansion, RS232 interface and a printer. In other words, the whole works. The printer is something you definitely want to be careful in choosing because all of your work will be in vain if you can't print out exactly what you type in.

This first tutorial will only deal with the text editor. After you load the text editor, you will get a blank screen with a line at the top. The line is called the command line. There are seven commands shown which have a total of sixteen sub-commands. The commands are seleted by typing only the letters that are capitalized in the word. For instance: "F" for Files, "SH" for SearcH, of "LF" for LoadFile. That's an interesting point, you can access any of the sub-commands from the main command menu. In other words, to ShowDirectory (which is a disk catalog) you would enter the command mode (FCTN 9), and either type "F" for files and "SD" for ShowDirectory, or just type "SD" immediately. This feature saves a lot of time and Keystrokes.

The first command is Edit. This simply enters you into the text-edit mode in which text is created.

Next is Tabs. When you hit "T", the top part of your text is shown with a scale across the top showing the current tabs and margins. Changes are made by simply typing over existing entries with the appropriate symbol (L,R,T, OR I).

"F" for files allows you to work with your text file as a whole, to Load, Save, Delete, Print, Purge or ShowDirectory. "PF" for PrintFile is not what you get when you print out through the text formatter, it just prints a "hard copy" of the file as you see it on the screen. It doesn't print with any of the modifications made by the format commands (more on those latter). "PF" is useful for making a fast copy of a long letter in order to check for errors without having to scroll back and forth or up and down. Purge simply erases the file from memory to prepare for a new entry. It is similar to the "NEW" command in basic. Next is "L" for Lines. This allows you to work with whole lines or groups of lines by moving them to somewhere else in the text, copying to somewhere else and leaving the original intact, to delete groups of lines, or to guickly move the cursor to some line in the text with the ShowLines option.

Search (or "SH") gives you the option of either the FindString routine or the ReplaceString routine. FindString will move the cursor to the first and/or each successive use of the word string you give. ReplaceString searches the text for a given string and replaces all or one occurrence with the new string. This is great for correcting a repetitive spelling error.

RecoverEdit is a failsafe repairin case the text buffer was purged in either the File or Quit command. It will pull back everything but the first line and restore the file. I quess the loss of the first line is the penalty paid for accidentally erasing a file.

Finally, Quit, as the name implies, blows it all apart and leaves you with the title frame. But before it goes, all open files are closed (such as to disk or printer) so no data is lost. Fortunately, it first gives you the option of saving your file (in case you forgot to do so) or just purging the file and going back to the edit mode. But if you really want to quit, type "E" for Exit and it shuts down.

Now let's go over the Keyboard. TI-WRITER makes extensive use of the FCTN and CTRL Keysand uses every possible function of the top line of Keys (the numbers). There are also many functions that have duplicate methods of Keystrokes to activate them. For instance, to enter the command mode, you either press FCTN 9 or CTRL C. The reason for this duplication is to allow you to choose the easiest to use depending on where your fingers are at. The problem though, is that it can be very confusing trying to remember the fifty different Key combinations that activate the thirty functions. A better method is to just pick which keys you're going to use for what function and ignore the rest. What I do is use the number line keys for anything shown on the overlay strip and just memorize the few functions hidden down in the Keyboard. Review pages 130-132 in the TI-WRITER manual for all FCTN and CRTL key text editing commands.

Now, if you're still following along you may be quite confused with this onslaught of information. The point is, you can't learn all of this in one sitting, but after using TI-WRITER for a while you start to pick things up as you need them. Rest assured, you do spend the majority of your time typing. The purpose of most of the fuctions I've mentioned are to manipulate the txet which is already in the file. I have simply tried to cover all of this in order to bring something to your attention that you might have missed, or to peak your interest in the capability of the TI-WRITER software.

To review, in the command mode we can choose between Edit, Tabs, Files, Lines, SearcH, RecoverEdit, or Quit. As sub-commands of those seven, we can choose LoadFile, SaveFile, PrintFile, DeleteFile, Purge, ShowDirectory, MoveLines, CopyLines, DeleteLines, ShowLines, FindString, ReplaceString, or Exit. Part II of the article will deal with the Text Formatter. TIPS FROM THE TIGERCUB

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

Or both for \$27 postpaid.

>>>>ALSD NOW AVAILABLE<<<<<< New Catalog #6, for \$1

which is deductable from your first order. Describes 140 original programs for only \$3 each (plus \$1.50 per order for casette or disk, package and postage).

If you have my previous catalog, the following are now available in Extended Basic versions -Fast Addition Practice, Submarine Hunt, Rithmatik, Wawaland (also now available in Basic with Speech), Long Division Cryptograms, Miss Spell, Scrambulation, Bargraffer, Dry Gulch, Name Squinch, That Tune, Scrum, Midnight Trail, Nimbo, Kindertimes, Optical Illusion, Bazoo, Synonymy, Speeder Reader, Changeroo, Slunk, Fraction Math, Three Buckets Puzzle. Roman Numbers, Match A Patch, Kinderminus, I & E Spelling, Casting Dut Nines, Haunted Graveyard, Spalling Teecher, Homonymy, Antonymy, Old -Timer Puzzle, Ten Thousand Sights, Mechanical Aptitude Test, Junior Speeder Reader, and Bars and Balls.

Due to reduced prices for disks and mailers, the PPM charge is now \$1.50 for either disk or casette - BUT PLEASE BE SURE TO SPECIFY WHICH!

And my best seller -NUTS & BOLTS, a full disk of 100 (yes, I said 100) utility subprograms in MER6E format, ready for you to aerge into your OWN programs. 13 type fonts, 14 text display routines, 9 3 8 pauses, wipes, programming aids, 9 data saving and reading routines, 5 graphics routines, 4 time and date, 6 music, 12 sorts and shuffles, 2 printer aids, 4 key and joystick, 4 math, 2 protection and 7 miscellaneous. plus а tutorial on subprograms. With documentation, example of using each subprogram. for \$19.95 A11 onlv postpaid.

I have been receiving several requests to publicize freeware which is sometimes good but sometimes of doubtful usefulness, quality, originality or even legality! And \*Freeware! Send \$10 and initialized disk" is not freeware, it's somebody trying to get a free ad! So no more freeware mentions! I am also mention not going to commercial products - after all, I'm publishing this at my own expense to promote my own software! However, I do owe a mention to Larry Huphes of Quality 99 Software, because in Tips #22 I recommended that disks with fractured files should

not be copied with a quick copier. Larry informed that his trademarked QUICK-COPYer is the only program of its kind on the market that does un-fracture files. He sent along a copy to prove it, and it does just that. A very useful feature!

Now, here is the new, and final, version of the Tigercub Menu Loader.

100 !by A. Kludge/M. Gordon/ T. Boisseau/J. Peterson/etc. Version #5, 9/85 110 CALL PEEK(8198, A):: IF A <>170 THEN CALL INIT 120 OPTION BASE 1 :: DIM P6\$ (127), V(127, 3):: CALL LOAD(-31806,16):: ON ERROR 130 :: 60T0 160 130 DISPLAY AT(12,9)ERASE AL L:"I/O ERROR" :: RUN 100 14D @, @@, A, A\$, B, C, D\$, FLA5, I, J.K.KD.KK.N.M\$.N\$,NN.P.P\$,P6 \$(), PP, PP\$, Q\$, S, ST, T\$(), TT, V T,V(,),N\$,X,X\$,Y,K2,52 150 CALL LINK :: CALL PEEK : : CALL KEY :: CALL SCREEN :: CALL COLOR :: CALL CLEAR :: CALL VCHAR :: CALL SDUND :: !@P-160 CALL CLEAR :: CALL LOAD( 8196,63,248):: CALL LOAD(163 76,67,85,82,83,79,82,48,8) 170 CALL LOAD(12288,129,195, 126,165,129,153,102,60 180 CALL LOAD(12296,2,0,3,24 0,2,1,48,0,2,2,0,8,4,32,32,3 6,4,91):: CALL LINK(\*CURSOR\* 1 190 CALL CLEAR :: FOR S=1 TO 14 :: CALL COLOR(5,7,16):: NEXT S :: CALL COLOR(0.2,16) 200 T\$(1)="d/f" :: T\$(2)="d/ v\* :: T\$(3)=\*i/f\* :: T\$(4)=\* i/v\* :: T\$(5)=\*pro\* :: ON WA RNING NEXT 210 IMAGE ### 228 INAGE ### Quit 230 IMAGE ### Delete 240 INAGE ### Print 250 INAGE ### Rescan 268 CALL SCREEN(5):: CALL VC HAR(1,31,1,96):: DISPLAY AT( 1,4):\*TIGERCUB MENU LOADER\* 270 ! IF YOU HAVE MORE THAN

ONE DISK DRIVE, DELETE THE !

IN LINE 200 AND THE FIRST S TATEMENT IN 210 280 ! DISPLAY AT(12,6): "DISK ? (1-3):" :: ACCEPT AT(12.19 )SIZE(-1)VALIDATE("123"):D\$ :: D\$="DSK"&D\$&"." 290 D\$="DSK1." :: OPEN #1:D\$ , INPUT , RELATIVE, INTERNAL :: INPUT #1:N\$,A,J,K :: DISPLA Y AT(1,2)SIZE(27):SE6\$(D\$,1, 4)&" - Diskname= "&N\$; 300 DISPLAY AT(2,2): "Availab le=";K;"Used=";J-K:" Prog Fi lename Size Type":"---- --------\* :: I.V T=0 :: TT=J-K 310 FOR X=1 TO 127 :: 1F X/2 0<>INT(X/20) THEN 340 320 DISPLAY AT(24,1): Choice ? Enter for more D" :: ACCEP T AT(24,24) VALIDATE(DIGIT)SI ZE(-3):K :: IF K=0 THEN 330 :: IF K>D AND K<NN+1 THEN 6D 0 ELSE 320 330 X=1 340 I=I+1 :: IF I>127 THEN K =X :: 60T0 510 350 INPUT #1:P\$,A,J,B :: NN= NN+1 360 IF LEN(P\$)=0 THEN 430 370 DISPLAY AT(X+4,1): USING 210:NN :: DISPLAY AT(X+4.5): P\$ :: P5\$(NN)=P\$ :: DISPLAY AT(X+4,16):USING 210:J :: DI SPLAY AT(X+4,20):T\$(ABS(A)) 380 V(NN,1)=A :: V(NN,2)=ABS (B):: V(NN,3)=J 390 X\$=" "&STR\$(B):: DISPLA Y AT(X+4,24):SEG\$(X\$,LEN(X\$) -2,3):: VT=VT+J 400 IF ADD THEN 410 :: DISPL AY AT(X+4,28); "Y" 410 CALL KEY(0,KK,ST):: IF S T=0 THEN 420 :: FLAG=1 :: 60 TO 430 420 NEXT X 430 DISPLAY AT(X+4,1):USING 220:NN :: DISPLAY AT(X+5,1): USING 230: NN+1 440 IF VT=TT OR FLA6=1 THEN 460 :: DISPLAY AT(2,25)SIZE( 4):VT 450 FOR @=1 TO 10 :: DISPLAY AT (2,25) SIZE (1): CHR\$ (30):: DISPLAY AT(2,25)SIZE(1): \* \* :: CALL SOUND (-99, 110, 0, -4, 0 ):: NEXT @ 460 IF FLAG=1 THEN 470 :: DI SPLAY AT (X+4, 13): USIN5 240:N N+2 :: DISPLAY AT (X+5, 13):US

<sup>₿27</sup> 

ING 250:NN+3 470 DISPLAY AT(X+6,1):" C hoice?" :: ACCEPT AT(X+6,16) SIZE(-3)VALIDATE(DIGIT):K 480 IF FLAG=1 THEN 500 490 IF K=NN+2 THEN 840 ELSE IF K=NN+3 THEN CLOSE #1 :: N N=0 :: 50T0 190 500 IF K<>NN AND K<>NN+1 THE N 590 510 IF K=NN THEN CALL CLEAR :: CLOSE #1 :: END 520 DISPLAY AT(X+5,12)SIZE(1 2): # #? # :: ACCEPT AT(X+5.15 )SIZE(2)VALIDATE(DIGIT):KD : : IF KD<1 OR KD>NN THEN 520 530 IF V(KD,1)>0 THEN 550 540 FOR J=1 TO 10 :: DISPLAY AT(11,1); ": PROTECTED -CANNOT DELETE": " :: DISPL AY AT(12.1):" " :: NEXT J :: 60T0 570 550 DISPLAY AT (X+6, 1) SIZE (27 )BEEP: Verify - Delete ":P6 \$(KD);"?" :: DISPLAY AT(X+6, 28) SIZE (1); "Y" :: ACCEPT AT( X+6,28) SIZE (-1) VALIDATE ("YN" ):0\$ :: IF 0\$<>"Y" THEN 570 560 DELETE D\$&P6\$(KD) 578 CLOSE #1 580 CALL VCHAR(1,3,32,672):: NN=0 :: X=0 :: FLA6=0 :: 60 TO 260 590 IF K(1 OR K)127 OR LEN(P 6\$(K))=0 THEN 430 600 IF ABS(V(K,1))=5 OR ABS( V(K,1) = 4 AND V(K,2) = 254 THE N 640 610 DISPLAY AT(12,1) ERASE AL L:\*Print to ? S\*: :\*(P)rinte r?":"(S)creen?" :: ACCEPT AT (12,12) SIZE (-1) VALIDATE ("PS" ):0\$ :: IF Q\$="S" THEN PP=0 :: 6010 630 620 DISPLAY AT(12,1) ERASE AL L: "PRINTER? PIO" :: ACCEPT A T(12,10)SIZE(-18):P\$ :: OPEN #3:P\$ :: PP=3 630 CALL CLEAR :: CALL SCREE N(16):: ON ABS(V(K,1))60T0 6 80,690,750,760 648 CLOSE #1 :: IF SE6\$ (P6\$ ( K),LEN(P6\$(K)),1)=\*\*\* THEN D ISPLAY AT(12, 1) ERASE ALL: "RE TURN TO BASIC AND LOAD BY":" TYPING OLD ";D\$&P6\$(K):: STO Ρ 650 CALL PEEK (-31952, A, B) :: CALL PEEK (A#256+B-65534, A, B)

:: C=A#256+B-65534 :: A\$=D\$&

P6\$(K):: CALL LOAD(C.LEN(A\$) 660 FOR I=1 TO LEN(A\$):: CAL L LOAD (C+1, ASC (SE6\$ (A\$, I.1)) ):: NEXT I :: CALL LOAD(C+I. 8) 670 CALL VCHAR(1,3,32,672):: CALL SCREEN(8):: FOR S=0 TO 14 :: CALL COLOR(5.2.1):: N EXT S :: DISPLAY AT(12,2):"L OADING ";A\$ :: 60T0 900 680 OPEN #2:D\$&P6\$(K).INPUT ,FIXED :: 60T0 700 690 OPEN #2:D\$&P6\$(K).INPUT 700 LINPUT #2:W\$ :: PRINT #P P:W\$ :: IF EOF(2)THEN 730 710 CALL KEY(0,K,S):: IF S=0 THEN 700 720 CALL KEY(0, K2, S2) :: IF S 2<1 THEN 720 ELSE 700 730 CLOSE #1 :: CLOSE #2 :: PRINT . >>>press any key<< <" :: IF @\$="P" THEN CLOSE # 3 740 CALL KEY(0,K,ST):: IF ST <1 THEN 740 ELSE 580 750 OPEN #2:D\$&P6\$(K), INPUT , INTERNAL, FIXED :: J=D :: 60 TO 778 760 OPEN #2:D\$&P5\$(K).INPUT , INTERNAL :: J=0 770 IF EOF(2)=1 THEN 730 :: J=J+1 :: INPUT #2:H\$ :: IF L EN(H\$)=8 THEN 790 780 PRINT #PP:N\$ :: 60T0 820 790 FOR Y=1 TO 8 :: @@=ASC(S E6\$(M\$,Y,1)):: IF @@<32 DR @ @>127 THEN 810 800 NEXT Y :: 60T0 780 BID RESTORE #2 :: FOR X=1 TO J-1 :: INPUT #2:M\$ :: NEXT X :: INPUT #2:M :: PRINT #PP :M 820 CALL KEY(0,K,S):: IF S=0 THEN 770 830 CALL KEY(0, K2, S2):: IF S 2<1 THEN 830 ELSE 770 840 DISPLAY AT(24,1): "PRINTE R NAME? PID" :: ACCEPT AT(24 ,15)SIZE(-14):PP\$ :: OPEN #2 :PP\$ :: PRINT #2:SE6\$(D\$,1,4 )&\* - Diskname= \*&N\$ 850 PRINT #2:RPT\$("#".28):"A vailable=";358-VT;"Used=":VT :RPT\$("\*",28) 860 PRINT #2: "FILENAME SIZE TYPE\*:RPT\$(\*\_\*,28) 870 FOR P=1 TO NN-1 :: PRINT #2:P6\$(P);TAB(15);V(P,3);TA

B(20); T\$(ABS(V(P,1))); TAB(25)

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):V(P.2):: NEXT P :: CLOSE # 2 880 DISPLAY AT(12,3)ERASE AL L:\*(P) to print again\*:\* (R ) to rescan":" (0) to ouit" 890 ACCEPT AT(15,4)VALIDATE( "POR")SIZE(-1)BEEP:0\$ :: IF Q\$="P" THEN 84# :: CLOSE #1 :: NN=0 :: IF 0\$="R" THEN 19 **Ø ELSE END** 900 RUN "DSKX.1234567890" This version turns off the Quit key, restarts itself rather than crashing on an I/O error, and has

for

start-up. It displays disk

name, sectors available and

sectors presumably used - it

sectors used and sounds a

totals up actual

faster

pre-scan

also

warning if any sectors are not accounted for. It lists up to 127 programs and files bγ number, filename, number of program or file sectors, type, file record length, and write-protection. It will stop for menu selection on any keypress or at the end of each screen, on Enter. It continuing will load and run any program that can run from Extended Basic, displaying its filename while loading. If the filename ends in an asterisk, it will warn you to return to Basic. It will delete any unprotected program or file, after first requiring verification by filename, or will inform you if the file is protected. It will read any readable file, including internal numeric, and list it to screen or printer. It will dump a catalog of the disk to your printer, and it will offer the option of quitting or rescanning the disk or another disk. And it's free. I don't even want a freeware donation - but I appreciate if you would would take a look at my catalog and see if,

programs. there might be something you would bε willing to pay \$3 for? The Menu Loader is included as a bonus on every disk I sell! 100 CALL CLEAR :: RANDOMIZE :: DISPLAY AT(3,4): "TIGERCUB MATH PUZZLE" 110 DISPLAY AT(6,1):"Insert +, -, ∓ (multiply) DR / (diw ide) between the digits to equal the total": :"Type 0 to give up\* 120 DISPLAY AT(12,1):"Level 1 or 2?" :: ACCEPT AT(12,15) VALIDATE("12"):L\$ 130 T,X=1NT(9#RND+1);: M\$=5T R\$(X);; Z\$=M\$&\* \* 140 FOR J=1 TO 4 :: Y(J)=INT (9#RND+1):: Z=INT(4#RND+1):: ON Z 60SUB 240,250,260,270 :: Z\$=Z\$&STR\$(Y(J))&" " :: N EXT J 150 IF L\$="1" AND T<>INT(T)T HEN 130 :: 2\$=2\$&"="&STR\$(T) 160 DISPLAY AT(12,1):2\$ :: D ISPLAY AT(18,1): \* :: DISPL AY AT(20.1): \* :: DISPLAY A T(22,1):\*\* 170 P=2 :: FOR J=1 TO 4 :: A CCEPT AT(12, P)VALIDATE("0+-# /\*)SIZE(1):S\$ 180 IF 5\$="0" THEN 200 ELSE IF S\$="+" THEN X=X+Y (J)ELSE IF S\$="-" THEN X=X-Y(J)ELSE IF S\$="#" THEN X=X#Y(J)ELSE X = X/Y(J)190 P=P+2 :: NEXT J :: IF X= T THEN 230 :: DISPLAY AT(18, 1): "WRON5!" 200 DISPLAY AT (20,1): "ANSWER IS ";#\$ 210 DISPLAY AT(22,1): PRESS ANY KEY" 220 CALL KEY(0,K,ST):: IF ST <1 THEN 220 :: 60TO 130 230 DISPLAY AT(18,1): \*RIGHT! \* :: 60T0 210 240 H\$=H\$&"+"&STR\$(Y(J));; T =T+Y(J):: RETURN 250 H\$=H\$&"-"&STR\$(Y(J)):: T =T-Y(J):: RETURN 260 M\$=M\$&\*#\*&STR\$(Y(J)):: T =TEY(J):: RETURN 270 H\$=H\$&\*/\*&STR\$(Y(J)):: T #T/Y(J):: RETURN Enjoy! Jia Peterson

somewhere among those 140



# EDMONTON 99'ERS USER SOCIETY P.O. BOX 11983, EDMONTON ALBERTA, CANADA T5J-3L1

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