



HOCUS

Home Computer
Users Spotlight

a monthly publication of the
Milwaukee Area 99/4 Users Group

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0

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FAIRE A SUCCESS

MILWAUKEE AREA USER GROUP
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S.I.G.....	Schroeder/Walden/Hitz	

Next Group Meeting

December 13, 1986
Wauwatosa S&L 7500 W. State
1:00PM - 4:00PM

Next S.I.G. Meeting

December 2, 1986
Security S&L 5555 Pt. Wash.
7:00PM - 10:00PM

Annual Membership Dues

Individual - \$10
Family - \$15

Well we held our first TI computer Fair here in Milwaukee and everyone, the group, the attendees and all the vendors termed it a success. It did not match Chicago's, naturally, but then considering our late start, we are very satisfied. Even though less than 300 customers were present, the business was brisk, and our vendors already were asking about next year. Vendors included Adventures & Things GK Enterprises, Competition Computer LL Conners, Compuserve, Symbiotech, Genial Traveler, Texaments, Midwest Engineering, Hunter Electronics, SUE and of course MYARC.

Besides the demonstration of the long awaited MYARC GENEVE 6400 TI compatible computer-on-a-card by Lou Phillips, other very interesting speakers included Peter Hoddie from Micropendium and George Bowman with 'The Missing Link'.

Some other nationally known T.I. personalities present included Barry Traver, Ron Albright, Terry Masters, and Jim Horn, along with all our own local and statewide T.I. big-shots, besides The Boston Computer Society and probably more that I missed.

Unfortunately, Jim Peterson, of Tigercub Software fame became ill at the Chicago FAIRE and couldn't make his scheduled appearance here. I've always felt the climate and quality of air in the Chicago area, was not all that healthy for human beings.

We'd really like to thank everyone who helped make this Fair a success, our customers, our vendors, members of our group and of the Wisconsin TI 99'er council who pitched in and did the work, and also The Chicago User Group for helping spread the word.

Let's do it again next year!



MURPHY'S LAWS

=====

A bank is a place where you can borrow money, If you can prove without a doubt that you don't need it.

Interchangeable parts won't.

If you try to please everybody, nobody will like it.

The other line always moves faster.

Any tool dropped while repairing a car will roll underneath to the exact center.

Anything good in life is either illegal, immoral, or fattening.

Everything east of the San Andreas Fault will eventually plunge into the Atlantic ocean.

If you're feeling good, don't worry. You'll get over it.

Friends come and go, but enemies accumulate.

A \$300.00 picture tube will protect a 10-cent fuse by blowing first.

If it jams, force it. If it breaks, it needed replacing anyway.

It is morally wrong to let suckers keep their money.

A bird in the hand is safer than one overhead.

Never eat prunes when you are famished.

The chance of bread falling with the buttered side down is directly proportionate to the cost of the carpet.

Build a system that even a fool can use and only a fool will use it.

There's never time to do it right, but there's always time to do it over.

Never play leapfrog with a Unicorn.

If everything seems to be going well, you obviously don't know what the hell is going on.

No good deed goes unpunished.

You will always find something in the last place you look for it.

Leakproof seals - will.

A short cut is the longest distance between two points.

No matter how long or hard you shop for an item, after you've bought it, it will be on sale somewhere else cheaper.

- E S C A P E -

```

100 REM ESCAPE
110 REM WESLEY R RICHARDSON
120 REM TI-99/4A EXTENDED BASIC
130 REM OCTOBER, 1986
140 REM BLUEGRASS 99 COMPUTER SOCIETY,
    INC.
150 REM VARIABLES D(),I,K,L,M,P,PS,S,T,
    X,Y
160 CALL CHAR(96,"")
170 CALL CHAR(104,"FF818181818181FF")
180 CALL CHAR(112,"FF00FF00FF00FF00")
190 CALL CHAR(120,"8142241818244281")
200 CALL CHAR(128,"1898FF3D3C3CE4040000
    000000000000000000000000000000000000
    00000000")
210 CALL CHAR(132,"010307010101010101
    0101070301000080C0000000000000000000
    0C080000")!ARROW UP-DOWN
220 CALL CHAR(136,"00000000002060FE6020
    000000000000000000000000000000000000
    00000000")!ARROW LEFT
230 CALL CHAR(140,"00000000000000010000
    00000000000000000000000080CFE0C08000
    00000000")!ARROW RIGHT
240 CALL COLOR(9,1,2,10,9,6,11,2,1,12,1
    3,4,13,16,1)
250 DIM D(11)
260 T=0
270 GOSUB 700
280 FOR I=1 TO 14
290 READ PS
300 DISPLAY AT(S+I,1):PS
310 NEXT I
320 PRINT "WHAT IS YOUR NAME ? "
330 INPUT PS
340 PRINT
350 PRINT
360 PRINT "0 FOR S,O,E,X KEYS"
370 PRINT "1 FOR JOYSTICK #1"
380 PRINT "2 FOR JOYSTICK #2"
390 PRINT
400 PRINT "YOUR CHOICE ? "
410 CALL KEY(3,K,S)
420 IF S=0 THEN 410
430 IF (K<48)+(K>50)THEN 340
440 L=K-48
450 IF L=0 THEN 530
460 PRINT
470 PRINT "PUT ALPHA LOCK UP NOW."
480 PRINT
490 PRINT "THEN PRESS ANY KEY"
500 PRINT
510 CALL KEY(0,K,S)

```

```

520 IF S=0 THEN 510
530 GOSUB 700
540 GOSUB 770
550 FOR P=2 TO 9
560 GOSUB 1500
570 NEXT P
580 P=9
590 CALL HCHAR(15,1,120,23)
600 GOSUB 1550
610 CALL MAGNIFY(4)
620 CALL SPRITE(#1,128,16,56,52)
630 CALL SPRITE(#2,132,16,136,180)
640 CALL SPRITE(#3,136,16,136,180)
650 REM MAIN LOOP
660 ON L+1 GOSUB 940,840,840
670 DISPLAY AT(22,5):"
    "
680 ON M GOSUB 1030,1170,1270,1380
690 GOTO 650
700 CALL CLEAR
710 DISPLAY AT(4,9):"E S C A P E"
720 P=9
730 FOR I=2 TO 9
740 D(I)=3
750 NEXT I
760 RETURN
770 REM SHOW CELL-TUNNEL
780 CALL HCHAR(7,6,112,21)
790 CALL HCHAR(10,6,112,21)
800 CALL VCHAR(8,6,112,2)
810 DISPLAY AT(19,9):"TRIES:"
820 DISPLAY AT(20,5):"LAST MOVE:"
830 RETURN
840 X=0
850 Y=0
860 M=0
870 CALL JOYST(L,X,Y)
880 IF X=-4 THEN M=3
890 IF X=4 THEN M=4
900 IF Y=4 THEN M=1
910 IF Y=-4 THEN M=2
920 IF M=0 THEN 840
930 RETURN
940 CALL KEY(3,K,S)
950 IF S=0 THEN 940
960 M=0
970 IF K=69 THEN M=1
980 IF K=88 THEN M=2
990 IF K=83 THEN M=3
1000 IF K=68 THEN M=4
1010 IF M=0 THEN 940
1020 RETURN
1030 REM UP M=1
1040 IF P=9 THEN 1070
1050 IF D(P+1)>0 THEN 1070
1060 GOTO 1770
1070 DISPLAY AT(20,16):"UP  "

```

...ESCAPE

```

1080 T=T+1
1090 OISPLAY AT(19,15):T
1100 O(P)=0
1110 GOSUB 1500
1120 FOR I=2 TO 9
1130 IF O(I)>0 THEN 1160
1140 NEXT I
1150 GOTO 1800
1160 RETURN
1170 REM OOWN M=2
1180 IF P=9 THEN 1210
1190 IF O(P+1)>0 THEN 1210
1200 GOTO 1770
1210 OISPLAY AT(20,16):"OOWN "
1220 T=T+1
1230 DISPLAY AT(19,15):T
1240 O(P)=3
1250 GOSUB 1500
1260 RETURN
1270 REM LEFT M=3
1280 OISPLAY AT(20,16):"LEFT "
1290 IF O(P+1)=0 THEN 1310
1300 GOTO 1770
1310 P=P-1
1320 IF P<2 THEN P=2
1330 GOSUB 1550
1340 CALL SPRITE(#4,140,16,136,180)
1350 IF D(P+1)=0 THEN 1370
1360 CALL OELSPRITE(#3)
1370 RETURN
1380 REM RIGHT M=4
1390 IF O(P+2)=0 THEN 1410
1400 GOTO 1770
1410 OISPLAY AT(20,16):"RIGHT"
1420 P=P+1
1430 IF P<9 THEN 1460
1440 P=9
1450 CALL OELSPRITE(#4)
1460 GOSUB 1550
1470 IF O(P+1)>0 THEN 1490
1480 CALL SPRITE(#3,136,16,136,180)
1490 RETURN
1500 REM SHOW ODOR
1510 CALL VCHAR(4,6+2*P,32,13)
1520 CALL VCHAR(4+O(P),6+2*P,104,4)
1530 CALL VCHAR(10+O(P),6+2*P,104,4)
1540 RETURN
1550 REM SHOW KEY
1560 CALL VCHAR(14,9+2*P,120,3)
1570 CALL HCHAR(15,1,120,4+2*P)
1580 CALL HCHAR(15,6+2*P,120,3)
1590 CALL VCHAR(14,7+2*P,32,1)
1600 CALL VCHAR(16,7+2*P,32,1)
1610 CALL VCHAR(14,11+2*P,32,3)
1620 IF P=9 THEN 1670
1630 IF O(P+1)>0 THEN 1670
1640 CALL VCHAR(15,6+2*P,120,1)
1650 CALL OELSPRITE(#2)
1660 GOTO 1720
1670 CALL SPRITE(#2,132,16,136,180)
1680 IF O(P)>0 THEN 1710
1690 CALL VCHAR(15,6+2*P,32,1)
1700 GOTO 1720
1710 CALL VCHAR(15,6+2*P,104,1)
1720 IF O(P+2)>0 THEN 1750
1730 CALL VCHAR(15,10+2*P,32,1)
1740 GOTO 1760
1750 CALL VCHAR(15,10+2*P,104,1)
1760 RETURN
1770 REM CAN'T DO IT
1780 OISPLAY AT(22,5):"THAT IS NOT ALLOW
EO"
1790 RETURN
1800 REM FOUND SOLUTION
1810 OISPLAY AT(21,5):"CONGRATULATIONS !
!!"
1820 OISPLAY AT(22,14-LEN(P$)/2):SEG$(P$
,1,28)
1830 OISPLAY AT(23,5):"ONLY";T-170;"EXTR
A MOVES"
1840 CALL MOTION(#1,0,10)
1850 FOR I=1 TO 4
1860 CALL SOUND(300,330+110*I,0)
1870 NEXT I
1880 CALL SOUND(600,770,0)
1890 FOR I=2 TO 4 STEP 2
1900 CALL SOUND(300,330+110*I,0)
1910 NEXT I
1920 CALL SOUND(1200,770,0)
1930 FOR I=1 TO 450
1940 NEXT I
1950 CALL MOTION(#1,0,0)
1960 T=0
1970 OISPLAY AT(24,5):"PLAY AGAIN (Y/N)
?"
1980 CALL KEY(0,K,S)
1990 IF (K=89)+(K=121) THEN 530
2000 IF S=0 THEN 1980
2010 CALL OELSPRITE(ALL)
2020 STDP
2030 DATA "YOU ARE IN A ROOM WITH ONLY"
2040 DATA "ONE WAY OUT, THROUGH A"
2050 DATA "TUNNEL. THE TUNNEL IS"
2060 DATA "BLOCKED BY 8 DOORS. YOUR "
2070 DATA "TASK IS TO USE THE 'KEY' TO"
2080 DATA "OPEN THE DOORS IN THE PROPER"
2090 DATA "SEQUENCE. YOU MAY USE"
2100 DATA "THE S,O,E,X KEYS OR JOYSTICK"
2110 DATA "#1 OR #2 TO MOVE THE 'KEY'."
2120 DATA "THE ARROWS IN THE LOWER"
2130 DATA "RIGHT SHOW THE POSSIBLE"
2140 DATA "MOVEMENTS AT ANY TIME."
2150 DATA """, " WESLEY R RICHAROSON"
2160 ENO

```

TIPS FROM THE TIGERCUB

#39

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For descriptions of these send a dollar for my catalog!

Answer to last month's challenge - for the longest possible one-liner, run the following "program to write a program" -

```
100 OPEN #1:"DSK1.LONG",VARIABLE 163,OUTPUT
110 FOR J=1 TO 79 :: M=M$&CHR$(149)&CHR$(130):: NEXT J
:: M$=CHR$(254)&CHR$(254)&M$&CHR$(149)&CHR$(0):: PRINT #1:M$ :: PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1
```

Then enter NEW, then MERGE DSK1.LONG, then LIST - over

34 lines long! But that one doesn't do anything, so try this -

```
100 OPEN #1:"DSK1.LONG",VARIABLE 163,OUTPUT
110 FOR J=1 TO 52 :: M=M$&CHR$(162)&"X"&CHR$(130):: NEXT J
:: M$=CHR$(254)&CHR$(254)&M$&CHR$(162)&"X"&CHR$(0):: PRINT #1:M$ :: PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1
```

Again enter NEW, and MERGE DSK1.LONG, then RUN. You'll get a message BREAKPOINT IN 32510 (don't ask me why! Can anyone tell me?) but just enter RUN again. Then LIST it - over 24 lines long!

Explanation? Programs are saved in token code similar to MERGE format code. The maximum length of a record is 163 bytes - which is why MERGE files are D/V 163. The token for RANDOMIZE is ASCII 149, for the double colon is 130. Repeating that 79 times takes only 158 bytes, plus one more RANDOMIZE, the two-byte tokenized line number and the mandatory ASCII 0 to end the record, totals 162.

Here's a spooky one for Halloween -

```
100 CALL CLEAR :: CALL MAGNIFY(4):: CALL SCREEN(2) ! The Blob by Jim Peterson
110 CALL CHAR(96,RPT$("3C7EFFFFFF7E3C",4)):: J=-1
120 FOR L=1 TO 28 :: CALL SPRITE(#L,96,16,L*4+20,10,8,L+8):: NEXT L
130 FOR L=1 TO 28 :: CALL MOTION(#L,8,L*J):: NEXT L
140 J=J*-1 :: GOTO 130
```

Wes Johnston published an unusual sprite 2-liner in the Charleston Area 99ers newsletter. It is based on a CALL LOAD which freezes

```
all sprite motion until they are turned loose by another CALL LOAD -
100 R=PI*2/28 :: CALL CLEAR
:: CALL SCREEN(2):: CALL INIT :: CALL LOAD(-31806,96):: FOR I=1 TO 28 :: CALL SPRITE(#I,46,16,96,128,COS(I*PI)*10
```

```
,SIN(I*PI)*10):: NEXT I
110 CALL LOAD(-31806,0):: GO TO 110
```

You might like to try adding my "jewels" to that -

```
100 FOR CH=33 TO 60 :: FOR A=1 TO 4 :: X=INT(8*RND+1):: T$=SEG$("18243C425A667E81",X*2-1,2):: A$=A$&T$ :: B$=T$&B$ :: NEXT A :: CALL CHAR(CH,A$&B$):: A$,B$="" :: NEXT CH
```

```
110 R=PI*2/28 :: CALL CLEAR
:: CALL SCREEN(2):: CALL INIT :: CALL LOAD(-31806,96):: FOR I=1 TO 28 :: CALL SPRITE(#I,32+I,INT(14*RND+3),96,128,COS(I*PI)*10,SIN(I*PI)*10):: NEXT I
120 CALL LOAD(-31806,0):: GO TO 120
```

Also try CALL MAGNIFY(2)

And, here is a companion program to the TAKE AWAY in Tips #35 -

```
100 CALL CLEAR :: CALL TITLE(5,"ADD & CARRY")!by Jim Peterson
110 DISPLAY AT(3,10):"COPYRIGHT":TAB(10):"TIGERCUB SOFTWARE":TAB(10):"FOR FREE":TAB(10):"DISTRIBUTION":TAB(11):"SALE PROHIBITED"
120 CALL PEEK(-28672,A0):: IF A0=0 THEN 160
130 DATA FINE,NO,GOOD,UHOh,RIGHT,TRY AGAIN,YES,THAT IS NOT RIGHT
140 FOR J=1 TO 4 :: READ RIG
HT$(J),WRONG$(J):: NEXT J
150 FOR D=1 TO 1000 :: NEXT D
:: CALL DELSPRITE(ALL)
160 CALL CLEAR :: CALL CHAR(95,"FFFF"):: CALL MAGNIFY(2)
:: RANDOMIZE :: CALL SCREEN(14):: FOR SET=5 TO 8 :: CALL COLOR(SET,16,1):: NEXT SET
170 CALL CHAR(120,"E700420010007E000E700420099423CE700420099423CE00E7004218003C4200")
180 CALL CHAR(124,"0E000400100070000700020000E01000")
190 DISPLAY AT(3,8):"ADD AND CARRY" :: CALL CHAMELEON
```

```
200 CALL COLOR(14,2,2):: CALL LCHAR(4,4,143,2):: CALL LCHAR(5,4,143,2):: CALL SPRITE(#25,120,11,25,25)
```

```

210 T=T+1 :: IF T=6 THEN T=0
:: GOTO 250
220 Z=INT(8*RND+2):: IF Z=Z2
THEN 220 ELSE Z2=Z
230 Y=INT(Z*RND):: IF Y=Y2 T
HEN 230 ELSE Y2=Y :: X=Z-Y
240 N=1 :: 60SUB 470 :: GOTO
210
250 T=T+1 :: IF T=11 THEN T=
0 :: GOTO 290
260 X=INT(10*RND):: IF X=X2
THEN 260 ELSE X2=X
270 Y=INT(10*RND):: IF Y=Y2
OR X+Y<10 THEN 260 ELSE Y2=Y
:: Z=X+Y
280 N=1 :: 60SUB 470 :: GOTO
250
290 T=T+1 :: IF T=11 THEN T=
0 :: GOTO 330
300 X=INT(90*RND+10):: IF X=
X2 THEN 300 ELSE X2=X
310 Y=INT(90*RND+10):: IF Y=
Y2 THEN 310 ELSE Y2=Y :: Z=X
+Y
320 N=2 :: 60SUB 470 :: GOTO
290
330 X=INT(90*RND+10):: IF
X=X2 THEN 330 ELSE X2=X
340 Y=INT(90*RND+10):: IF
Y=Y2 THEN 340 ELSE Y2=Y :: Z
=X+Y
350 N=3 :: 60SUB 470 :: GOTO
330
360 R=96 :: CC=96 :: FOR J=1
TO N :: CALL SPRITE(#J,48+A
(J),11,R,CC):: CC=CC+16 :: N
EXT J
370 R=116 :: CC=96 :: FOR J=
1 TO N :: CALL SPRITE(#4+J,4
8+B(J),11,R,CC):: CC=CC+16 ::
NEXT J
380 CALL HCHAR(10,12,95,N*3)
:: CC=CC-16 :: CALL SPRITE(#
22,43,16,R,80):: RETURN
390 R=140 :: FOR J=LEN(STR$(
Z))TO 1 STEP -1 :: CALL SPRI
TE(#20,63,11,R,CC)
400 CALL KEY(3,K,ST):: IF ST
<1 OR K<48 OR K>57 THEN CALL
PATTERN(#20,32):: CALL PATT
ERN(#20,63):: GOTO 400
410 CALL DELSPRITE(#20):: CA
LL SPRITE(#12+J,K,11,R,CC)
420 IF K-48<>C(J)THEN 60SUB
480 :: CALL DELSPRITE(#12+J)
:: CALL SPRITE(#20,63,11,R,C
C):: GOTO 400
430 IF A(J-W)+B(J-W)>9 THEN
CALL SPRITE(#20,49,16,80,CC-
16)

```

```

440 CC=CC-16 :: NEXT J :: 60
SUB 510 :: RETURN
450 FOR J=1 TO LEN(STR$(X))
: :: A(J)=VAL(SEG$(STR$(X),J
,1)):: NEXT J :: FOR J=1 TO
LEN(STR$(Y)):: B(J)=VAL(SEG$
(STR$(Y),J,1)):: NEXT J
460 FOR J=1 TO LEN(STR$(Z))
: C(J)=VAL(SEG$(STR$(Z),J,1)
):: NEXT J :: W=LEN(STR$(Z))
-LEN(STR$(X)):: RETURN
470 60SUB 450 :: 60SUB 360 :
: 60SUB 390 :: FOR D=1 TO 20
0 :: NEXT D :: CALL DELSPRITE
E(ALL):: DISPLAY AT(10,1)::
CALL CHAMELEON :: CALL SPRITE
E(#25,120,11,25,25):: RETURN
480 DATA 123,124,125,123,124
,125,123,120
490 IF A0=0 THEN 500 :: CALL
SAY(WRONG$(INT(4*RND+1)))
500 RESTORE 480 :: FOR JJ=1
TO 8 :: READ P :: CALL PATTE
RN(#25,P):: XX=2^250 :: NEXT
JJ :: RETURN
510 DATA 121,122,121,122,121
,122
520 IF A0=0 THEN 530 :: CALL
SAY(RIGHT$(INT(4*RND+1)))
530 RESTORE 510 :: FOR JJ=1
TO 6 :: READ P :: CALL PATTE
RN(#25,P):: XX=2^250 :: NEXT
JJ :: RETURN
540 SUB CHAMELEON
550 M$="1800665AC342DB667E18
8100995AC3A5E78142BD24DB6600
81429924007E5AC3A53C241800FF
DB5AFF7EFF0099180100660018"
560 RANDOMIZE :: CALL CHAR(1
20,SEG$(M$,INT(43*RND+1)*2-1
,16)):: X=INT(14*RND+3)
570 Y=INT(14*RND+3):: IF Y=X
THEN 570 :: CALL COLOR(13,X
,Y)
580 CALL HCHAR(1,2,120,30)::
CALL HCHAR(24,2,120,30):: C
ALL VCHAR(1,31,120,96):: SUB
END
590 SUB CHAMWIPE
600 T=T+1+(T=2)*2 :: ON T 60
TO 610,620
610 CALL VCHAR(1,3,120,760):
: GOTO 630
620 CALL HCHAR(1,1,120,760)
630 CALL CLEAR :: SUBEND
640 SUB TITLE(S,T)
650 CALL SCREEN(S):: L=LEN(T
$):: CALL MAGNIFY(2)
660 FOR J=1 TO L :: CALL SPR
ITE(#J,ASC(SEG$(T$,J,1)),J+1

```

```

-(J+1=S)+(J+1=S+13)+(J>14)*1
3,J*(170/L),10+J*(200/L)::
NEXT J
670 SUBEND

A mathematical curiosity -
100 !MAGIC NINES by Jim Pete
rson
110 CALL CLEAR
120 INPUT "TYPE ANY 3-DIGIT
NUMBER OF 3 DIFFERENT DIGITS
":N :: IF N<>INT(N)OR N>999
OR N<0 THEN 120
130 N$=STR$(N):: IF N<100 TH
EN N$="0"&N$
140 IF SEG$(N$,1,1)=SEG$(N$,
2,1)OR SEG$(N$,1,1)=SEG$(N$,
3,1)OR SEG$(N$,2,1)=SEG$(N$,
3,1)THEN PRINT ">>>THREE DIF
FERENT DIGITS<<," :: GOTO 12
0
150 PRINT :: N2$="" :: FOR J
=1 TO 3 :: N2$=SEG$(N$,J,1)&
N2$ :: NEXT J :: N2=VAL(N2$)
:: D=ABS(N-N2)
160 PRINT N$;" BACKWARDS IS
";N2$:
170 N3=ABS(N-N2):: N3$=STR$(
N3):: IF N3<100 THEN N3$="0"
&N3$
180 IF N>N2 THEN PRINT N$;"
MINUS ";N2$;" EQUALS ";N3$:
ELSE PRINT N2$;" MINUS ";N$
;" EQUALS ";N3$:
190 FOR J=1 TO 3 :: N4$=SEG$
(N3$,J,1)&N4$ :: NEXT J
200 PRINT N3$;" BACKWARDS IS
";N4$:" N3$;" PLUS ";N4$;"
IS 1089": "I KNEW THAT WOU
LD BE THE": "ANSWER!": "LIS
T THE PROGRAM AND SEE!"
210 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!
220 ! THE ANSWER WILL BE !
230 ! 1089 !
240 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!

100 DISPLAY AT(0,10)ERASE AL
L:"SHENANDOAH": : " Across
the wide Missouri": : : :
: : : : "programmed by
Jim Peterson"
110 FOR D=1 TO 1000 :: NEXT
D :: CALL CLEAR :: DIM S(24)
:: RANDOMIZE :: M$="4210005A
007E9981005A240BC31824243C5A
7EA56618003CDB66BD3CA542187E
5AC324425A18A51866810001187E
423CBDDBC3" :: R=1
120 FOR CH=40 TO 136 STEP 8
130 CALL CHAR(CH,SEG$(M$,INT

```

```

(43*RND+1)*2-1,16)):: CALL H
CHAR(R,1,CH,64):: R=R+2*ABS(
R<23)
140 NEXT CH :: R=0 :: FOR SE
T=2 TO 14 :: X=INT(14*RND+2)
150 Y=INT(14*RND+2):: IF Y=X
THEN 150
160 CALL COLOR(SET,X,Y)
170 NEXT SET :: CALL CLEAR :
: CALL COLOR(1,5,5):: CALL V
CHAR(1,29,1,192):: CALL SCRE
EN(16):: F=262 :: FOR N=0 TO
23 :: S(N)=INT(F*1.05946389
4*N):: CALL SOUND(-999,S(N),
0)
180 NEXT N
190 DATA 2,1,1,1,6,1,1,1,6,2
,6,1,1,1,6,1,8,8,1,10,10,1,1
1,11,1,15,6,3,13,6,2,13,11
200 DATA 1,10,10,1,17,17,4,1
5,11,1,11,15,1,13,13,1,15,11
,1,13,13,1,10,10,3,13,10
210 DATA 2,13,13,2,13,10,1,1
5,10,1,10,15,2,15,15,1,15,10
,1,10,10,1,13,13,1,10,10
220 DATA 1,8,3,3,6,3,2,6,6,2
,8,8,4,10,1,1,10,6,1,6,6,1,1
0,10,1,15,15
230 DATA 2,13,1,2,13,5,2,13,
10
240 DATA 1,6,6,1,8,8,6,10,6,
2,3,3,2,8,5,1,8,1,3,6,1,7,6,
1
250 A=1 :: B=1 :: E=5
260 FOR J=1 TO 144 STEP 3 ::
CALL HCHAR(A,E,32,T*4):: CA
LL HCHAR(A+1,E,32,T*4):: CAL
L HCHAR(B,E,32,T*4):: CALL H
CHAR(B+1,E,32,T*4):: READ T,
A,B :: E=17-T*2
270 CALL HCHAR(A,E,32+INT((A
+1)/2)*8,T*4):: CALL HCHAR(A
+1,E,32+INT((A+1)/2)*8,T*4):
: CALL HCHAR(B,E,32+INT((B+1
)/2)*8,T*4)
280 CALL HCHAR(B+1,E,32+INT(
(B+1)/2)*8,T*4):: FOR D=1 TO
T :: CALL SOUND(-999,S(A),0
,S(B),7)
290 NEXT D
300 NEXT J :: LL=0 :: FOR SE
T=2 TO 14 :: X=INT(15*RND+2)
310 Y=INT(15*RND+2):: IF Y=X
THEN 310
320 CALL COLOR(SET,X,Y):: CA
LL SOUND(-999,S(6),LL,S(1),L
L):: LL=LL+2
330 NEXT SET :: RESTORE :: 6
OTO 260
>>>>>>>MEMORY FULL<<<<<<<<<

```

Public Domain Disks

TI FORTH System Disk
 FORTH Source Code "A"
 FORTH Source Code "B"
 TI Graphics/Sound Demo
 DATA I John Volk
 DATA II John Volk
 DATA III Clearing House
 DATA IV " " "
 DATA V " " "
 DATA VI " " "
 DATA VII " " "
 DATA VIII " " "
 Doodles Howie Rosenberg
 Sonnets " " "
 XB Loader Tom Freeman
 System II Gene Hitz
 System A Gene Thomas
 System A Source.. " " "
 Utility4th Rich Bailey
 Utility4th Source " " "

Tutorials	UG Source	Pages	On
Beginning	MSF	3	
Customizing	Edmonton	2	
Disk Fixer	Edmonton	1	III
Loops	NewHorizon	1	
Parameters	Dimensions	1	
File Transfer	Milwaukee	1	III
Arrays	Milwaukee	3	
DSDD	Milwaukee	1	VII
Autodecimal	Milwaukee	1	III
Stack Use	Kentucky	1	
Floating Pt	Kentucky	3	V
Bit Map	Kentucky	5	
Windowing	Lehigh	3	VI
System Debugs & New Words		1	V
Grid-Plot	C.A.F.I.G.	2	V
4th-Riter	Milwaukee	1	V
System A documentation		1	
2D Docs		200	
FORTH Glossary		9	

Freeware Disks

2D FORTH (JP Graphics) J.P.Morin
 Artist Program Disk with Demo " "
 2D DOCS (DVBO documentation) .. " "
 FORTH FONT H.H.Arnold
 Font & Label Designer Program
 GPL Compiler/Decompiler Ottawa UG
 FORTH Manual-5 Disks (expected soon)

>>> service charges <<<

All Disks \$3.00 / disk
 Tutorials .12 / page

Any Donations sent to
 Freeware Authors
 Greatly Appreciated

*** Disk Hi-Lites ***

DATA I
 Airplane Shoot - Battlestar - Diamond Draw - Suicide Ships - Nuke Attack
 DATA II
 Disassembler - XB->Forth - Life - Breakforth - Micro Jaws - Screen Dump
 DATA III
 Disk Init - Fast Copy - Shoot'em Up - Number Race - Disk Fixer - DSR Peeker
 DATA IV
 Cosmic Conquest - Decompiler - File Transfer - Calendar - Slot Machine - Speech
 DATA V
 Grid Plot - Talking Editor - Body Snatchers - 4th Riter - Sound Control
 DATA VI
 Disk Utilities - Windowing - Alpine Skiing - Sketcher - Music Routines
 DATA VII
 Terminal Emulator - DS/DD Alterations - Primes/Factors - Graphics - Bug Catcher
 DATA VIII
 Fast XB Load - Lower Case - Balance Game - Screen Dump - Freq Synth - Fractals
 System II
 XB Load - Disk Fixer - File Transfer - Disk Init - 3 Pass Copy - Cataloger
 DSR Peeker - Decompiler - Screen Dump - Auto Repeat Keys - Auto Decimal
 System A
 64 Editor - Sound Access - Printer Words - Decompiler - Hi Res Screen Dump
 Arrays - Graphics Words - Starting Forth Words
 Utility4th
 On Dsk Docs - Screen Dump - Disk Init - Disk Utilities - Sector Access
 Disk Copy - Printer Codes - Customizing - New Words

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