

*	*	#	#	@	@	%%%	\$	\$
**	**	#	#	@@	@	%	%	\$
*	*	#	#	@	@	%		\$
*	*	#	#	@	@	%		\$
*	*	#	#	@	@	%	%	\$
*	*	###		@	@	%%%		\$

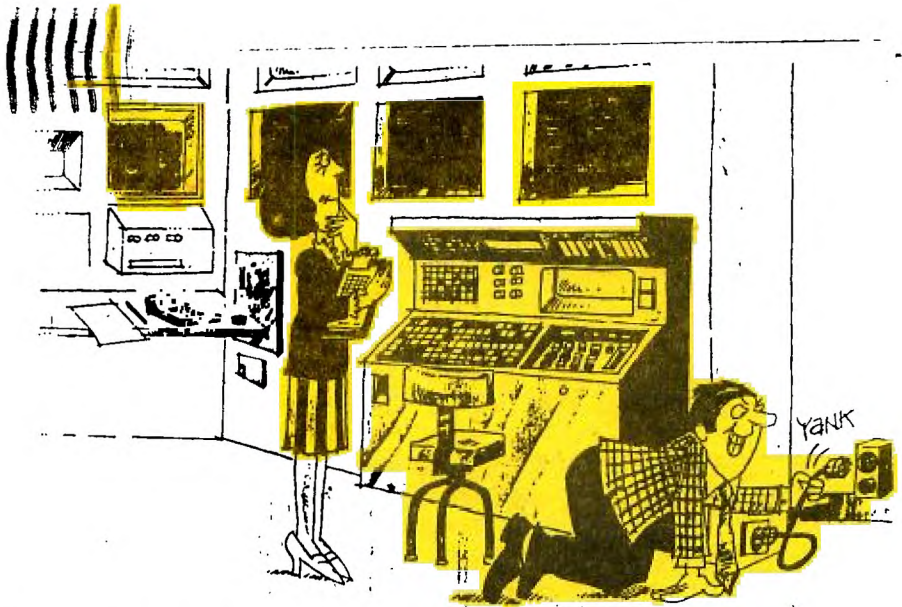
(028) 8407

Mass Users of the Ninety nine and Computer Hobbyists

July 1984

MONTHLY NEWSLETTER

Version 3:7



"ONCE IN A WHILE YOU JUST HAVE TO SHOW IT WHO'S BOSS!"

BUSINESS MEETING 7:30

- PRESIDENT STEVE NEAZ WELCOMED 57 PEOPLE TO THE MEETING AND ASKED INPUT FOR RESTRUCTURING THE MEETING FOR SMALLER INTEREST GROUPS AND LESS IN THE BUSINESS MEETING. STEVE CONGRATULATED THE NEW NEWSLETTER COMMITTEE ON A VERY SUCCESSFUL NEWSLETTER. THEN STEVE GAVE OUT THE AWARDS FOR MUNCH TI OLYMPICS.

- MINUTES OF THE LAST MEETING WERE ACCEPTED AS PUBLISHED IN THE NEWSLETTER.

TREASURY REPORT

- JIM COX REPORTED THAT MUNCH HAS \$561 IN THE TREASURY, AND EXPENSES FOR THE MONTH WERE, \$83 FOR TAPES, \$121 FOR NEWSLETTER, \$90 FROM NEWSLETTER ADVERTISING, \$37 FOR POSTAGE, \$10 FOR SUPPLIES.

HARDWARE REPORT

- RON NICHOLAS STILL REPORTS THAT IF YOU KEEP LOOKING IN WANT ADS, COMPUTER MAGAZINES AND JOURNALS YOU WILL PROBABLY FIND SOMEONE SELLING TI HARDWARE.

SOFTWARE COMMITTEE

- JACK SUGHRUE SAYS KEEP INTEREST UP AND CONTACT STORES, PUBLISHERS, TI PRODUCTS, BOOKS, AND MAGAZINES BY WRITING THEM AND TELLING THEM TO CONTINUE TO SUPPORT TI.

LIBRARY COMMITTEE

- PLEASE, ALL MEMBERS WITH OVERDUE MATERIAL RETURN THEM SOON.

ACTIVITIES FOR THE EVENING INCLUDED A CONTACT WITH JOHN OF THE COMPUTER SENSE CENTER OF WESTBORO WHO SAID THAT THEY STILL SUPPORT TI AND ALL MEMBERS ARE URGED TO SUPPORT THEM. ALSO THE BEGINNERS' GROUP MET AND A DEMONSTRATION OF A SUPER SPACE GAME FAILED BUT HOPEFULLY WILL BE SHOWN AT THE NEXT MEETING.

RESPECTFULLY SUBMITTED,

DAVE LEE, SECRETARY

AGENDA - July 17th, 1984

7:00 - 7:30 Registration of New Members  
Open Demonstrations  
Software Exchange

7:30 - 8:00 Business Meeting  
Approval of Minutes  
Treasurer's Report  
Committee Reports:  
Hardware  
Library  
Newsletter  
Membership  
Software  
Old Business:  
Location for meetings  
Newsletter  
Patition  
New Business:  
Announcements  
New meeting format  
Sign up sheets  
Adjournment

8:00 - 9:00 DISCUSSION GROUPS

NAMES AND NUMBERS, (All in 617 area code)

-----  
President: Steve Neaz -  
Vice president: Ota Jiroutek 852-0835  
John Doon 852-4295  
Secretary: Dave Lee 832-3156  
Treasurer: Jim Cox 869-2704  
Editor: Pete Blackford 892-4946  
Hardware Chair: Ron Nicholas 839-9055  
Programs Chair: Pete Rauptis 799-6035  
Library Chair: Al+Lisa Cecchini -  
Adv. Prog. Chair: Dan Rogers 248-5502  
Mail + messages: Video Connection 757-9280  
Club reviewer: Jack Sughrue 476-7630

REVIEW: "Micro Computing"

By Bruce Willard

"If you are more sophisticated than the average microcomputer user, I have very good news for you. You can try the new MICROCOMPUTING -- The Practical Journal of Advanced Computing." That's the headliner for the mail ad for Microcomputing Magazine. Four other questions are asked also. The first one asks if your friends rely on your advice when purchasing hardware or software. Then they want to know if your present computer is at least the second one you've owned. Thirdly they inquire if you still get a thrill out of working with your computer. And last, they wonder if you'd rather work on your computer than watch TV.

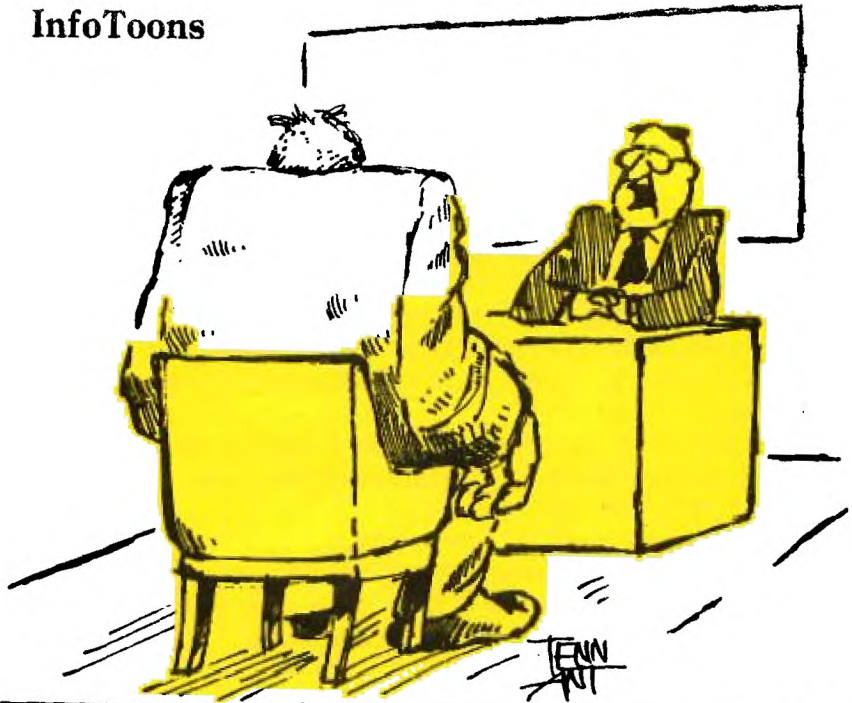
Now, they say that if you can answer yes to at least three of these questions then they are quite sure that you will understand and learn from their magazine.

I've learned from the first couple of issues that you should have quite a bit more than a basic understanding of your little home computer. Microcomputing reviews hardware and software that will arrive on the market scene within three to five months. A rehash of old articles is not seen in this magazine.

In the June issue was an article entitled "Covering All The Databases". This was the start of a three-part series of database management programs. June's issue covered KnowledgeMan and R:base. July's issue reviewed dBaseII, Condor 3 and Data Base Manager II. In August they are supposed to review Concentric Information Processor, ResQ, and Aura. As this will be the end of this series they will be compiling a chart comparing all of the features of the reviewed databases.

Other articles include reviews of Tandy's Model 100, Sharp's PC 5000, NEC's 8201, and others. These are more for small business and professional people. There is also an article on the Bell Laboratories' UNIX system.

If you are considering this magazine be prepared for some very thought provoking reading.



"WE NEED SOMEONE WHO'LL GO TO THE USERS' GROUP MEETINGS TO BREAK SOME PIRATES' KNUCKLES."

InfoWorld April 30, 1984

#### BOUNCING BALL PROBLEM

A ball is dropped from 100 feet. It always bounces  $\frac{7}{10}$  as high as the previous fall. Assuming a 6" diameter ball and its last bounce is not more than  $\frac{1}{100}$  its diameter. How far does the ball travel? How many bounces?

#### ALWAYS RETURN TO 1 ?

Start with any interger. Rules: (1) if odd, tripple and add 1; if even, halve. apply same rules to each answer.

Submitted by Wally Gove 6/19/84

## SOFTWARE REVIEW #5

by Jack Sughrue

This review is for a pile of software, rather than a single program.

Like everyone else in the users' group, I have picked up, read, and enjoyed those "Tips from the Tigercub" free newsletters, never paying much attention from whence they came.

A couple of months ago I decided to send my dollar to Tigercub Software ( 156 Collingwood Ave., Columbus, Ohio 43213) for the catalog.

Best investment I ever made.

You get the dollar back on your first order. All the programs (about 130) are \$3.00 each and all (if the 20+ I bought are typical examples) are excellent.

EXCELLENT !

After your first order, you also get a free program for any order of \$12.00 or more.

AND !

With each disk I ordered (programs may be disk or tape), I received additional free surprise, top-quality programs. I got two extra programs (which are not listed) with my first disk and three extra (again unlisted) with my second order.

Tigercub is a one-man operation. Jim Peterson is the owner-programer. His work is creative and exciting. The variety of his programs is, frankly, astounding.

There is music, word games, arcade-style games, utilities (super utilities which he calls "Handy Dandies"), educational programs, and graphics programs.

Many of you may be familiar with some of his work which he has donated to the user groups.

Jim is the only mail-order house from which I get instant returns. The stuff is in your hands BEFORE the check clears the bank. I've never dealt with a company from which I received such satisfaction. (He also answers all letters.)

In school (I teach fifth grade.) I have used KID STUFF (a program which translates into Pig Latin, Jibberish, Drawkcab Hsilgne, and it even has a Centurian dictionary, a spacetraveler wristwatch, etc.); CRYPTOGRAPHY (a code

program); SYNONYMY, ANTONYMY, HOMONYMY (programs which entertain and educate in word usage); and so on. The kids love them !

For myself and family I got SCRUM (a weird, difficult puzzle game); all the HANDY DANDIES (which are superb); RAINBOW WEAVER (a pattern creator which allows options); and all other kinds of great things.

As if all this were not enough at the less-than-\$3 price (because of the freebies and sales), Jim puts differant loader programs on the disk which run in BASIC or Extended and are marvelous.

So, if you are looking for professional, inexpensive, and unusual programs, I'd highly recommend you send your dollar off to TIGERCUB and start enjoying your TI in whole new ways.

\*

Noted in mailings this month...

SUPERSKETCH - A clip pad used with a clear plastic stylis 14" x 10" with clips for fastening paper over for tracing. Included with program is SKETCHMASTER which is a cartridge based program of graphics to create, save and print.

For further information or to order at \$49.95

Personal Periperhals Inc.

Merrie Park, 930 N. Beltline Rd.,  
Suite 120,

Irving, TX 75061

(Please note we have not seen this program.... It just looked interesting and of note if anyone wanted to invest-igate it further.)(Let us know if anyone does.....)

**ADVERTISING RATES:~::~::~**

DOUBLE-PAGE	(10.5" by 9")	\$50.00	per insertion
FULL PAGE	(5" by 8")	\$25.00	per insertion
HALF PAGE	(5" by 4")	\$15.00	per insertion
QUARTER PAGE	(5" by 2" OR 2.5" by 4")	\$10.00	" "

Classified (non-commercial) ADs are FREE for MUNCH members.

#####

# MAGNIFIED CHARACTERS

by Tony Falco

Sprites can be magnified in Extended Basic. But what can one do to magnify ordinary characters in console BASIC? The following program will magnify a standard sized character. It displays magnified characters of both 16X16 pixels and 64X64 pixels. It will return the hexadecimal code for the individual characters that make up the magnified figure.

The program will run in both console BASIC and Extended Basic. Console BASIC does not have a command which returns the code for a character. So in the BASIC mode you need to input the hexadecimal code. In the Extended mode you merely press the key for the character you want to magnify. Of course if you want to magnify a user defined character then you should use the BASIC mode. Although much faster than human calculation the program runs painfully slowly.

The program can be modified to run in console BASIC in a manner similar to the Extended Basic mode by getting a data file made by somebody with Extended Basic using the CALL CHARPAT subprogram.

```
10 REM MAGNIFY ANY KEYBD CHARACTER TO 16x16 or 64x64 pixels
20 REM --BY TONY FALCO
30 CALL CLEAR
40 OPTION BASE 0
50 DIM P$(20)
60 CALL COLOR(9,2,12)
70 CALL COLOR(10,2,12)
80 CALL COLOR(11,2,12)
90 DEF D$(X)=CHR$(-48*(X=0)-51*(X=1)-67*(X=2)-70*(X=3))
100 DEF CD(X$)=ASC(X$)-48*(ASC(X$)>=48)*(ASC(X$)<=57)-55*(ASC(X$)>=65)*(ASC(X$)<=70)
110 T=64
120 ST=97
130 RO=12
140 CO=12
150 CALL CLEAR
160 F=0
170 R$=""
180 IF (V$="1")+ (V$="2") THEN
210
190 INPUT "TI/BASIC=1--EXT. BASIC=2 ":V$
200 IF (V$<>"1")*(V$<>"2") THEN
EN 190
210 CALL CLEAR
220 ON VAL(V$)GOTO 300,230
230 DISPLAY AT(1,3)BEEP:"ANY KEY"
240 CALL KEY(0,K,S)
250 IF K=-1 THEN 240
260 DISPLAY AT(1,12)SIZE(-1):CHR$(K)
270 T=K
280 CALL CHARPAT(T,J$)
290 GOTO 310
300 INPUT "HEXADECEMAL CODE FOR PATTERN ":J$
310 M$(N)=J$
320 CALL CHAR(96,J$)
330 CALL HCHAR(13,9,96)
340 J=0
350 GOSUB 780
360 GOSUB 720
370 GOSUB 580
380 M$=R$
390 FOR N=0 TO 3
400 M$(N)=SEG$(M$,16*N+1,16)
410 R$=""
420 F=0
430 GOSUB 780
440 GOSUB 720
450 ST=ST+4
460 NEXT N
470 ST=101
480 DATA 10,18,12,18,10,20,12,20
490 RESTORE 480
500 FOR I=1 TO 4
510 READ RO,CO
520 GOSUB 580
530 NEXT I
540 INPUT "<P>CODE=<=>QUIT<EN TER>BACK ":X$
```



```

550 IF X$="P" T=FN 640
560 IF X$="=" THEN 880
570 GOTO 120
580 CALL HCHAR(RO,CO,ST)
590 CALL HCHAR(RO+1,CO,ST+1)
600 CALL HCHAR(RO,CO+1,ST+2)
610 CALL HCHAR(RO+1,CO+1,ST+3)
620 ST=ST+4
630 RETURN
640 PRINT "SINGLE ";J$
650 PRINT "DOUBLE"
"
660 FOR X=97 TO 116
670 PRINT P$(X-97)
680 IF X<100 THEN 700
690 PRINT "QUADRUPLE"
"
700 NEXT X
710 GOTO 540
720 FOR C=0 TO 3
730 P$(J)=SEE$(R$,16*(C+1),16)
740 CALL CHAR:ST+C,P$(J)
750 J=J+1
760 NEXT C
770 RETURN
780 FOR I=1+F TO 16 STEP 2
790 M=CD(SEG$(M$(N),I,1))
800 X$=D$(INT(M/4))&D$(M-4*INT(M/4))
810 R$=R$&X$&X$
820 CALL SOUND(-500,220*(2^(I/6)),0,444*(2^(I/6)),5)
830 NEXT I
840 IF F THEN 870
850 F=1
860 GOTO 780
870 RETURN
880 END

```

WRITE ! WRITE ! WRITE ! WRITE ! WRITE ! WRITE !

Last month Jack wrote an ALARM REVIEW and urged all of the MUNCH membership to please write to Book Publishers and Magazine Publishers to let them know we care and not only want but will support their continued efforts on behalf of our home computers. Have you written????

Well if not... take heart and pencil in hand and use the following list to WRITE ! WRITE ! WRITE !!

Enclosed again is a possible format which can be altered by everyone just a little so that it won't seem to be a form letter. Be sure to include your name and address.

"Gentlemen:

As one of over 2,000,000 owners of the Texas Instruments 99/4a computer, I wish to appeal to you to increase your coverage of both hardware and software for that system.

I know that other firms are carrying on where TI left off, and so we want to have continuing information on them.

Sincerely,"

\*\*\*\*\* PUBLISHERS OF GOOD BOOKS FOR THE TI -99/4A \*\*\*\*\*

1. Datamost, - 8943 Fullbright Ave.,  
Chatsworth, CA 91311  
("Kids & The TI 99/4A", "The Elementary TI 99/4A",  
"Computer Playground for the TI 99/4A",  
"Games T.I.s Play", etc)
2. Compute! Books, PO Box 5406,  
Greensboro, NC 27403  
("Programmers Reference Guide for TI 99/4A",  
"First Book of TI Games", "Arcade Games", " Games  
for Kids", "32 TI Programs", etc)
3. Prentice-Hall, Inc., Englewood Cliffs, NJ 07632  
("TI Basic" (though much is excellent extended) -  
A Spectrum Book
4. Robin A Loreto, PO Box 14781, Cincinnati, Ohio 45214  
("The TI 99/4A in Bits & Bytes" - excellent programs)
5. Scholastic Inc., 730 Broadway, NY, NY 10003  
("Microadventure" series - "Space Attack" etc)
6. ARC soft Publishers, PO Box 132, Woodsboro, MD 21798  
("101 Programing Tips & Tricks for the TI 99/4A",  
"36 TI 99 4/A Programs for Home, School & Office", etc)
7. Creative Computing, 39 E. Hanover Ave.,  
Morris Plains, NJ 07950  
( "The Texas Instruments Home Computer Ideabook", etc)
8. Houghton Mifflin Co., 2 Park St., Boston MA 02108  
("Basic Programing for Kids", etc)
9. Hayden Book Co., Inc., Rochelle Park, NJ  
("Introduction to TI BASIC", etc)
10. Wm. C. Brown Publishers, 2460 Kerper Blvd,  
PO Box 539, Dubuque, Iowa 52001  
("Introduction to Graphics for the TI 99/4A",  
"Intro to DATA", etc) - good !
11. Emerald Valley Publishing Co., PO Box 5537  
Eugene, Oregon 97405  
(" Best of 99er", etc)

12. TAB Books Inc., PO Box 40,  
Blue Ridge Summit, PA 17214  
( "The Last Word on the TI 99/4A", "Game Programs  
for TI" etc)
13. dilithium Press, PO Box 606, Beaverton, OR 97075  
( " 32 Basic Programs for the TI 99/4A", etc)
14. Simon & Schuster Inc. (Computer Book Div.)  
Rockefeller Center, 1230 Ave. of the Americas,  
New York- NY 10020 (" Zappers", etc)
15. Howard W. Sams & Co, Inc., (Marketing Dept.#CBS 1/80)  
4300 W. 62nd St., PO Box 7092, Indianapolis,  
IN 46206  
( "TI BASIC REFERENCE Manual", and many other  
excellent books, disks and tapes for the TI 99/4A)
16. TIMELOST, QUE CORPORATION, 7960 Castleway Dr.,  
Indianapolis, IN 46250  
(Timelost Book)
17. Addison-Wesley Publishing Co., 1 Jacob Way,  
Reading, MA 01867  
( Terrific Games for the TI 99/4A)

\*\*\*\* MAGAZINES SUPPORTING T.I.\*\*\*\*\*

1. Home Computer Compendium, PO Box 1343, Round Rock,  
TX 78680 ( \$12 per year)
2. Family Computing, PO Box 2512, Boulder CO 80321  
( \$17.97 per year)
3. K - Power, (above address) ( \$15.97 per year)
4. COMPUTER SHOPPER, PO Box F, Titusville, FL 32781  
( \$15.00 per year) (good bargains, too )
5. COMPUTE!, PO Box 914, Farmingdale, NY 11737  
( \$24 per year)
6. HCM, PO Box 5537, Eugene, OR 97405 ( \$25 per yr)
7. ENTHUSIAST 99, (with I.U.G. membership ( \$20. per yr)  
I.U.G., PO Box 67, Bethany, OK 73008 - EXCELLENT !

## GEMINI 10X WITH TI WRITER

The Gemini 10X is a great little printer that has the capacity to work with the Texas Instrument's Word processing program - TI WRITER most effectively. When you first set up your Gemini, remember that the device name is PIO. In the TI WRITER you can print directly from the Text Editor by typing P in the command mode and then typing in PIO for the device name. You can fit approximately 60 lines of text on a page in this mode. However, if you wish to format your report, a whole series of commands are at your disposal. You will use the command .TL to achieve the print style you desire.

At line 001 type in .TL followed by the symbol that alerts your printer to perform a certain function. The symbols are found on page 145 of TI WRITER (e.g. 35 = ~~#~~ ). The codes for the functions are found on pages 123-141 in your Gemini manual. If you want double strike, you type in .TL 35:27,71 (35 = ~~#~~ :27,71 = codes for double strike as found on page 126 of Gemini manual). However, you must type ~~#~~ at the beginning of each new page to signal your printer to double strike. If you desire enlarged print, you could type in .TL 36:27,14 (36 = ~~#~~ :27,14 = code for enlarged printing found on page 125 of Gemini manual). Remember that you must type in the symbol for every word you want in enlarged print (e.g. ~~G~~emini~~P~~rinter = Gemini Printer).

If you format your report without shortening the space between the lines, you can fit approximately 32 lines on a page. If you want to control the space between the lines the code is 27,65,x (x = the space amount). For single space the command code would be 27,65,7.

Have fun using your Gemini, it is a great little printer.

Submitted by: John Doon

SUCH A DEAL . . . . .

Ever since I purchased some software from them a few years ago, I periodically receive a copy of the MICROSHOPPER REPORT published by Microcomputers Corporation of Armonk, New York.

In the latest issue, they came up with an offer which seemed too good to pass by: For the price of the Anchor VOLKSMODEM (\$66), you would also receive a FREE subscription to the SOURCE network, and ONE HOUR of free connect time!

For those of you who don't remember, THE SOURCE also operates TEXNET, a service specifically oriented toward the TI home computer which contains a whole lot of download-able software and other goodies.

There will be a full report on the success of this venture in the next issue, but for now suffice it to say that the modem is a very slick direct-connect type (you don't have to stuff a phone into it), which is easiest to connect if you spring for the proper set of cables for the TI (\$10.80).

As far as THE SOURCE is concerned, in addition to all of the TEXNET services, they also offer electronic mail, shop-at-home, travel reservations, and many other home and business services which I will be exploring in the coming month.

If all this has piqued your curiosity, the full address is: MICROCOMPUTERS CORPORATION  
34 Maple Avenue - Box 8  
Armonk, New York 10504  
914-273-6480

One other goodie which these people offer is the Navarone Cartridge Expander (\$29.95) which allows the selection of one of three modules, and also includes a reset button. This saves wear on both the notorious GROM slot, and the power switch.

PMB

## TI TIPS ! ! !

Did you know that you can't store a program more than 12K long on a cassette? If you have ever tried to save a program which occupies more than 47 disk sectors onto a cassette, an error message is produced and the program is not saved. This results from the fact that the cassette save routine can only access the console memory, and not the expansion memory.

(In fact, more memory is available in the console when the disk drive/expansion system is switched off. ed.)

If you save a program more than 47 sectors long on a disk, it will not be stored in "PROGRAM" format. Instead, if you catalog the disk, you will find that it has been stored as an "INT/VAR 254" data file! Loading this program back into the computer with the OLD command works fine from the disk; in fact, if you hadn't cataloged the disk you'd never know the difference! (of course, only Extended Basic can access the memory expansion! ed.) However if you now try to save this program on cassette using the "SAVE CS1" command, you will get an "I/O ERROR 03". This translates into an illegal operation save error, because the cassette save utility can only "find" the part of the program in the console memory. (also don't forget that when the memory expansion is used, it is the expansion memory which "fills up" FIRST! ed.)

This is another one from the TI technical help line which I have not seen anywhere else.

Brian O'Brien, Jr.

EDITORS NOTE: If you really MUST send a long program to a friend via cassette, it can be done: Save the program on cassette in two "halves" by deleting lines. To "reassemble" the puzzle, reload the first "half" from cassette, save to disk using the EB MERGE option, then load the second half from tape, MERGE the first half from disk, and finally save the "reconstituted" program to disk. Is it worth it? You tell me! PMB



560 LINCOLN ST., WORCESTER  
853-8213

PUT IT IN WRITING

AXIOM 80-COL. DOT-MATRIX  
PRINTER, COMPLETE WITH  
RS-232 STAND-ALONE INTER-  
FACE AND CABLE

MUNCH MEMBERS SPECIAL PACKAGE  
\$ 289.

SPECIAL - ONLY 2 LEFT  
EXPANSION BOX AND 32K MEMORY CARD  
FOR \$ 150. (NO DISCOUNTS)

TALK TO YOUR T.I.

THE MBX EXPANSION SYSTEM  
IS NOW IN STOCK.

BASIC MBX SYSTEM:	\$99.95
BASEBALL	29.95
TERRY'S TURTLE	29.95
I'M HIDING	29.95

TOTAL PRICE \$189.90

MUNCH DEAL \$159.95

OR: MBX SYSTEM:	\$99.95
BASEBALL	29.95

TOTAL PRICE \$129.90

MUNCH DEAL \$109.95

As you can see from the references to his "Hangman Plus" program in the following article, Jim Peterson (alias THE TIGERCUB) really does have some high quality software available. Don't let the price scare you (\$3.00/program). Try it - you just might like it. . . . .

HERE'S A MEMORY-SAVER FOR YOU - PUT YOUR DATA IN STRINGS INSTEAD OF DATA STATEMENTS. MY "HANGMAN PLUS" PROGRAM WAS ONLY 7764 BYTES LONG BUT IT CONTAINED A VOCABULARY OF 315 WORDS IN DATA STATEMENTS. AFTER READING THESE INTO AN ARRAY, IT HAD TOO LITTLE WORKING MEMORY LEFT, AND PAUSED TOO OFTEN FOR GARBAGE COLLECTION. AFTER CHANGING ALL THE DATA STATEMENTS TO STRINGS, IT RUNS WITHOUT STALLING EVEN THOUGH THE NUMBER OF WORDS WAS INCREASED AND AN ARRAY OF 50 IS STILL DIMENSIONED FOR USER INPUT OF WORDS. WHEN I LOADED THE ORIGINAL VERSION IN EXTENDED BASIC WITH THE MEMORY EXPANSION AND ASKED FOR SIZE AFTER THE DATA HAD BEEN READ IN, I FOUND THAT I HAD 14756 BYTES OF PROGRAM AND 7669 BYTES OF STACK FREE. IN THE VERSION WITH DATA IN STRINGS, AT THE SAME STAGE IN THE PROGRAM I HAD 14874 BYTES OF PROGRAM AND 11310 BYTES OF STACK FREE - A SAVING OF 3730 BYTES! AND ANOTHER ADVANTAGE IS THAT THERE IS NO DELAY WAITING FOR ALL THOSE WORDS TO BE READ INTO THE ARRAY. HOWEVER, PULLING DATA OUT OF A STRING IS UNDOUBTEDLY A BIT SLOWER, SO THIS METHOD SHOULD NOT BE USED WHEN SPEED IS OF PRIMARY IMPORTANCE.

IN THE "HANGMAN PLUS" PROGRAM, I USED LOWER CASE LETTERS AS DIVIDERS BETWEEN THE UPPER CASE WORDS. TO PULL WORDS AT RANDOM, I RANDOMLY SELECTED A STRING AND A POSITION WITHIN THE STRING, USING THE POS OF THE LOWER CASE LETTER TO FIND THE WORD. THE FOLLOWING IS A MUCH ABBREVIATED EXAMPLE:



```

100 M$(1)="AJOHNBJOEcCHARLIE
DMIKEeLARRYF"
110 M$(2)="AGEORGEbPETEcCHRIS
SDDONeRALPHF"
120 X=INT(2*RND+1)
130 Y=INT(5*RND+97)
140 X$=SEG$(M$(X),POS(M$(X),
CHR$(Y),1)+1,POS(M$(X),CHR$(
Y+1),1)-POS(M$(X),CHR$(Y),1)
-1)

```

IT IS OF COURSE ESSENTIAL THAT ALL THE STRINGS CONTAIN THE SAME NUMBER OF ELEMENTS OF DATA. IF LOWER CASE LETTERS ARE NEEDED, THE SEPARATORS CAN BE ASCII CODES 129 THRU 154, OBTAINED BY HOLDING DOWN THE CTRL KEY WHILE TYPING THE ALPHABET - IT'S A BIT HARD TO KEEP TRACK OF THOSE, BECAUSE THEY'RE INVISIBLE! NUMERIC DATA CAN ALSO BE STORED, USING THE VAL FUNCTION TO CONVERT IT TO NUMERIC AFTER IT IS PULLED FROM THE STRING.

WHAT LIES BEHIND US AND  
WHAT LIES BEFORE US ARE  
TINY MATTERS COMPARED TO  
WHAT LIES WITHIN US

YOU ARE THE ONLY ONE WHO  
CAN USE YOUR ABILITY.  
IT IS AN AWESOME RESPONSIBILITY...

RALPH WALDO EMERSON

Rt. 5 Box 84  
Alvin, Texas 77511  
20 April 1984

Dear TI99er,

EDs Sprite Editor is available for the members of your Users Group. This program comes on a single-sided, single-density diskette and requires Extended Basic, Disk Drive, and Expansion Memory to run. You can obtain a copy in one of the following ways:

- 1) Send me a formatted single-density diskette and a self-addressed stamped (54¢) envelope large enough to return the diskette to you. This method will get you a copy free of charge.
- 2) Send me a formatted diskette and \$1.00. I will take care of the envelope, stamps, and addressing.
- 3) Send me \$5.00. I will take care of the diskette, formatting it, and the postage & envelope.

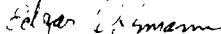
This sprite editor will allow you to draw 16x16 pixel characters on the screen (in an area about 3 in. square on a 10 inch monitor) using either the arrow keys or a joystick. Up to 12 sprites can be created in a single session and saved on disk.

The disk file that is created saves the patterns in MERGE format so it is very easy to access the patterns in an Extended Basic program that will incorporate them. The program includes a number of convenient features such as: patterns can be copied from one to another (for editing of similar patterns); the patterns can be rotated, flipped, or inverted (to make cars & trucks going the opposite direction); a solid black or white background can be created to minimize the amount of cursor movement to build the pattern.

Individual patterns can be viewed in actual size, the color can be manipulated, and the hex codes can be displayed. In addition, the disk includes a Sprite Viewer program which allows a file of up to 12 patterns to be MERGED then viewed and manipulated. The 12 patterns can be viewed on the screen simultaneously and manipulated (color, position, and movement) individually. The disk also includes an Instruction program which gives complete information on using the program and a sample pattern file which was created with the Editor program.

I think this is an excellent utility program which is comparable in quality to many which are sold commercially. I am making this program available to Users Groups because I want to see more good quality programs in the public domain and am willing to do my part to make such a contribution. You may make as many copies of this program as you like for members of your group.

I am the software chairman of the JSC Users Group in Clear Lake City, Texas. If you would like to exchange programs or technical data with our group, we would welcome the opportunity to do so. We currently have over 200 public domain programs in our library and would be happy to trade with you.

Yours truly,  
  
Edgar Dohmann

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## MEMBERSHIP BENEFITS

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10% DISCOUNT - This discount applies to all TI compatible software bought at the Video Connection, 560 Lincoln St., Worcester. Valid membership card must be presented at time of purchase.

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IMPORTANT NOTICE  
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JULY MEETING - JULY 17TH AT 7:30 PM

LIBRARY NOTICE:

Please return all borrowed materials to the MUNCH library at each meeting. This will give other members a chance to enjoy our collection of "textware" as much as you have!!

THANK YOU

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