

```

*      *      *      *      @      @      %%%      *      *
**    **    *      *      @@     @      %      %      *      *
*      *      *      *      @      @      @      %      *      *
*      *      *      *      @      @      @      %      *      *
*      *      *      *      @      @@     %      %      *      *
*      *      ***     @      @      %%%      *      *

```

---

**Mass Users of the Ninety nine and Computer Hobbyists**

---

**June. 1985**

**Monthly Newsletter**

**Version 4.6**

# Computers in Education

## A COMPUTER IN EVERY CLASSROOM

In a recent message to educators, President Reagan gave hardware manufacturers more incentive to go after the education market. The proverbial promise of a chicken in every pot will be replaced with the equivalent of a computer in every classroom, in keeping with the Chief Executive's recommendation that every student take a half year of computer science.

MAY 21, 1985

The meeting was called to order by Bruce Willard at 7:30 PM. There were 28 members present.

The minutes of the meeting was approved as published in the newsletter.

#### TREASURERS REPORT

Jim Cox was unable to attend the meeting so there was no report.

#### COMMITTEE REPORTS

**LIBRARY :** Al Cecchini would like any member with material on loan to please return the items to the library. Raffle tickets are on sale for the weekly drawing and also for the June drawing of SUPER SKETCH. The winner had a choice of 10 disks or 10 cassettes.

**HARDWARE:** Bernie Miller reported that the prototype for the 99/8 is now a reality and a member of the Washington Users Group will be testing it. The promised delivery date is June but this is not definite. Bernie hopes to have some information for review in the next newsletter.

**TEXTWARE:** Jack Sughrue reported that the 99/8 will be a limited edition and it will be compatible with about 97 to 98% of the 99-4A software, it will also be CDR COMP compatible.

**TINY PLAN 2** has been placed on disks and will run automatically. He also plans to start reviewing software again.

#### OLD BUSINESS

There are copies of the MUNCH constitution available.

Any member that is due for renewal of membership can sign up at the meeting.

#### NEW BUSINESS

The software exchange with Granby will be delayed as Don Mason has been very busy.

Don Mason has put a lot of time and energy into the software library and Jack Sughrue recommended that the club acknowledge this. Don would also like some input as to what can be done with the master disks between meetings for copying as VIDEO CONNECTION no longer has the equipment for copying the disks.

Jack reported that there are two magazines that are excellent tutorials for the 99/4A. MINI-MAG which costs about \$12 per year. The second issue is now available and is published by TEX-COMP. MICROPEDIUM is also an excellent tutorial strictly for the TI.

Bruce would like a volunteer to take charge of the newsletters that we receive from other groups. The price of the tickets for a large generic raffle are prohibitive. He would like to form a committee to plan this raffle.

The next meeting will be a demonstration of the NAVARONE DATA BASE presented by COMPUTER SENSE of Westboro.

Lisa Cecchini won the raffle and chose the 10 diskettes.

The meeting adjourned at 7:50 PM.

Brian O'Brien demonstrated the SUPER SKETCH.

Respectfully submitted,

V. Foster-Erlandson

**PRESIDENT'S MESSAGE (\*\*\*\*\* NOTICE \*\*\*\*\*)**

There are many items to cover this month in the President's Message. First, and foremost, our meeting location, the U of M Medical Center, may not be available anymore. It seems the Med. School has put our meeting room on a priority list. That means that all meetings affiliated with the Med. School get first option on the priority rooms. I'M NOT EVEN SURE AT THIS TIME IF THE ROOM WILL BE AVAILABLE FOR THE JUNE MEETING. Call me, your vice presidents, or your treasurer to be sure of the meeting location.

I would like to take this opportunity to thank Tony Falco for all of the very well written programs he has submitted for the newsletter. Besides the fact that they are so well planned for the membership, they are perfect for the newsletter staff; all camera ready. I have taken some basic programming courses in the past, but could never put into words what Tony has for us. Look for his article in this newsletter. Thanks again, Tony. Keep up the good work.

Technologies Support Group, Inc. has sent the club their product-line catalog for reference at the M.U.N.C.H. business meetings. This catalog is well laid out and more detailed than most so that you pretty much know what the software is before you buy it. Its contents covers what you've heard about in the past and much, much more. If you would like your own personal copy it will cost \$4.00 and you will also be put on their mailing list. Also, a special note. If you have a small business and can't find the software you need for it, T.S.G., for a price, will design it for you.

**NEW TI-99/4A COMPATIBLE COMPUTER --- Come to the meeting to get the latest info on this marvelous machine.**

I very much enjoy M.U.N.C.H., its meetings and its members. I have met many people and learned a great deal as your President. I read every newsletter and advertisement that comes in the mail so that I can keep you abreast of all the happenings regarding our computers. With our meeting place up in the air, trying to work up fundraising plans, trying to put together committees, etc., I NEED HELP. I would greatly appreciate an hour or two a month anyone could spare. I look forward to hearing from you. Thank you very, very much.

----- Bruce Willard, Pres. -----

**AGENDA for June 18, 1985**

- 7:00 - 7:15 Open Demonstrations**  
**New Member Registration**  
**Software Exchange (members only)**
- 7:15 - 7:45 Business Meeting:**  
**Approval of Minutes**  
**Treasurers Report**  
**Committee Reports**  
**Old Business**  
**New Business**  
**Announcements**  
**Raffle**
- 7:45 - 9:00 Special Interest Group Meetings**  
**and Open Demonstrations and Discussion**

**Basic Programming -- by Jack Sughrue**  
**Navarone Data Base Management System**  
**Assembly Language -- by Dan Rogers**

**Plan for July meetings:**

**GAMES, GAMES, GAMES**

**Regular and advanced programming to**  
**continue.**

\*\*\*\*\*

**MUNCH NEWSLETTER STAFF**

---

**Pete Blackford**  
**P.O. Box 311**  
**Leicester, Ma. 01524**

**Don Mason**  
**30 Princeton St.**  
**Worcester, Ma. 01610**

**Bob Doyle**  
**210 Sewall St.**  
**Boylston, Ma. 01505**

**Brian O'Brien, Jr.**  
**Box 12**  
**Fabyan, Conn. 06245**

**Mr. + Mrs. Dave Anderson**  
**139 Grove St.**  
**Paxton, Ma. 01612**

**Bruce Willard**  
**1 Marmion Ave.**  
**Worcester, Ma. 01605**

**" . . . RAFFLE . . . RAFFLE . . . "**

The raffle prize for June is SUPER SKETCH, donated by Brian O'Brien. Next month we are having three games raffled off. They are HEN PECKED, ANTEATER, and PICNIC PARADIA. These were donated by The Video Connection on Lincoln Stret, Worcester. Thanks goes out to Jim Cox at The Video Connection.

Now, the rule of being present to win still applies. What if you are unable to make the June meeting? Well... Let's use our old Yankee ingenuity. Perhaps you have a friend who can make it to the June meeting. Then print his or her first and last names on the ticket. Your friend can then put his or her name including the middle initial on his tickets. This will keep you both in the running.

The raffle is open to all who attend. The drawing will be held immediately after the business meeting before we break into the various Special Interest Groups. Remember:

**!!!! YOU MUST BE PRESENT TO WIN !!!!**

**Bruce Willard, Pres.**

\*\*\*\*\*

**MUNCH OFFICERS AND NUMBERS (all in 617 area)**

---

President	Bruce Willard	852-3250
Vice Presidents	Ota Jiroutek	852-0835
	John Doon	852-4295
Secretary	V. Foster-Erlandson	481-8060
Treasurer	Jim Cox	869-2704
Editor	Pete Blackford	892-4946
Hardware Chair	Bernie Miller	
Programs Chair	Pete Rauptis	799-6035
Adv Prog. Chair	Dan Rogers	248-5502
Club Reviewer	Jack Sughrue	476-7630
Library	Al & Lisa Cecchini	
Mail & Messages	Video Connection	852-8213

# PROGRAMMING TIPS

by Bob Gannon  
4/26/85

(A) To incorporate a graphics character that moves in response to pressing of the arrow keys into a game program written in TI BASIC, the following can be included within the program.

```
100 CALL CLEAR
110 CALL CHAR(42,"FFFFFFFF FFFF")
120 CALL COLOR(2,10,1)
130 ROW=12
140 COL=16
150 CALL HCHAR(ROW,COL,42)
160 OLDROW=ROW
170 OLDCOL=COL
180 CALL KEY(O,K,S)
190 IF S=0 THEN 440
200 IF K=69 THEN 250
210 IF K=68 THEN 280
220 IF K=88 THEN 310
230 IF K=83 THEN 340
240 GOTO 440
250 NEWROW=OLDROW-1
260 NEWCOL=OLDCOL
270 GOTO 360
280 NEWROW=OLDROW
290 NEWCOL=OLDCOL+1
300 GOTO 360
310 NEWROW=OLDROW+1
320 NEWCOL=OLDCOL
330 GOTO 360
340 NEWROW=OLDROW
350 NEWCOL=OLDCOL-1
360 IF NEWROW=1 THEN 440
370 IF NEWROW=24 THEN 440
380 IF NEWCOL=1 THEN 440
390 IF NEWCOL=32 THEN 440
400 CALL HCHAR(OLDROW,OLDCOL,32)
410 CALL HCHAR(NEWROW,NEWCOL,42)
420 OLDROW=NEWROW
430 OLDCOL=NEWCOL
440
```

the rest of your program

\*\*\* GOTO 180

Although advanced programmers will recognize that the intent of this program can be accomplished with fewer statements, keep in mind that this is intended as a vehicle for learning programming techniques. Thus for the beginning programmer, this is a valid technique for gaining control of screen graphics when programming games.

- 100-150: Clear screen, create character, and place character at starting position.
- 160-170: Initialize character motion control loop.
- 180-240: Accept arrow key depression and go to motion control statements and/or go to the rest of the program.
- 250-350: Determine new position for character from arrow key depression and go to the screen edge detector.
- 360-390: Detects edge of screen and prevents character position coordinates from going out of range.
- 400-410: Erases character at the old position and displays it at the new position.
- 420-430: Sets up for another pass thru the character position control loop.
- 440-\*\*\*: The rest of the program followed by a jump back to the character position control loop.

\*\*\*\*\*

From: TI USERS NEWS  
Sacramento Area TI-99/4A Home  
Computer User Group  
Vol. 1 No. 4 November 1984

GENIUS TO OR IOX OWNERS  
Write to: Charlie Maddocks  
Technical Support  
Star Micronics Inc.  
3 Oldfield  
Irvine, CA 92714

To obtain your free copy of the TI 99 addendum. Containing 12 pages of special instructions and programs along with dip switch settings and tips for using italic *type* plus info on graphics and other features.

## **THE 15 COMMANDMENTS OF DISKETTE CARE**

- 01 Always, Always, Always make a backup copy.**
- 02 Use the backup. Store the Master. 03 Identify and label immediately.**
- 04 Use only soft-tipped pens to write on diskettes.**
- 05 Insert with label up - under your thumb.**
- 06 Never turn computer on or off with diskette in drive.**
- 07 Keep away from magnetic fields(Monitor, Phone, TV, etc.)**
- 08 Keep away from food or drink.**
- 09 Keep away from excessive heat or dust.**
- 010 Touch only the jacket, not the diskette.**
- 011 Return all diskettes to envelopes after use.**
- 012 Store diskettes horizontally or vertically ONLY.**
- 013 Spring for a plastic diskette holder.**
- 014 Clean disk drive head frequently.**
- 015 Treat diskettes like record albums, not frisbees.**

This comes from TI USERS NEWS, Sacramento Area TI-99 4/A Home Computer User Group, VOL. 1 No. 4, November 1984.

**0000 BASIC/EX BASIC TIP 0000**

**by Brad Kinne**

Tired of black letters on a light blue screen? Change it to white letters & numbers on a dark blue screen. I think it's much easier on the eyes to read. Put the following at the beginning of your program:

```
10 CALL CLEAR  
20 CALL SCREEN(5)  
30 FOR I=1 TO 12  
40 CALL COLOR(1,16,5)  
50 NEXT I
```





## THE VIDEO CONNECTION.

"The Chain That Has No Equal!"

### INFOCOM ADVENTURES ARE NOW AVAILABLE

ZORK	39.95
ZORK II	44.95
ZORK III	44.95
DEADLINE	49.95
STARCROSS	49.95
SUSPENDED	49.95
WITNESS	39.95
PLANETFALL	39.95
ENCHANTER	39.95
INFIDEL	44.95
SORCERER	44.95

10% discount on all software for  
M.U.N.C.H. members!!!!

T.I. Monitor (demo)	199.00
T.I. Modem (demo)	79.95
MBX System (demo)	74.95
CorComp RS232 card	109.95

There is still a good supply of software available, but it is selling fast.

560 Lincoln St.  
Worcester  
next to McDonald's

852-8213



TOP DOWN DESIGN WITH  
TI EXTENDED BASIC  
(PART 2)

by Tony Falco

Last month we developed a program which would provide practice at adding, subtracting, multiplying, and dividing fractions. We used top down design, making the main program (lines 10 - 150) call a series of modules or subprograms (in lines 170 to the end). Top down design postpones the details and in that spirit, we delayed completing the subprograms until this month. The program listed here is now complete and ready to use.

There are some advantages to using modules or subprograms. Here are a few:

- they are useful for tasks to be repeated often.
- they free programs of unnecessary code.
- they facilitate top down design.
- they are easy to test and debug.
- They are (should be) short and self-contained.
- they make programs easier to read and follow.
- they are portable.

You will notice that most subprograms have a parameter list. (The list in parentheses after its name.) It is through this list that the program interfaces or communicates with the rest of the program. This is done when the subprogram is called and depends only on the order and type of the expressions in the parameter list. CALL MCHAR(3,5,65) does the same thing as CALL MCHAR(X,X+2,A) provided X=3 and A=65. It works the same for user defined subprograms.

A subprogram once it is written and in operation behaves like a "black box". You need only know what goes in and what comes out. After testing one need not be concerned with what goes on inside. The variables not in the parameter list are LOCAL to the routine. They exist when it is called and cease to exist on return to the calling program. This frees the programmer from concern about variable names. In the program listed here for example CALL REDUCE(6,8,A,B) sends in the fraction 6/8 and returns the reduced fraction 3/4 in the form A=3,B=4. Likewise, if X=6 and Y=8 using CALL REDUCE(X,Y,A,K) still has 6 and 8 as input with A=3 and K=4 (the reduced fraction) as output. This feature makes subprograms truly portable. All you must know is what gets sent and what gets returned. That is why they are called MODULES. They are truly interchangeable parts and can move freely from one program to another.

Perhaps users groups like MUNCH would do well to think about "extending" Extended Basic. We might develop a series of subprograms as useful additions to Extended Basic and make them a part of a disk LOADER program that would automatically load if Extended Basic is selected. (For more information see CALL, SUB, SUBEND and SUBEXIT in your manual.)

```

5 ...FRACTIONS..BY.....
.....Tony Falco.....
10 CALL CLEAR :: CALL SCREEN
(15):: L$=" ___ " :: R$=" ___
"
20 CALL CHAR(95,"00000FFFF"
,47,"001800FFFF0018")
30 CALL PICK OP(OP,S$)
40 INPUT "HOW MANY PROBLEMS
_>":NOPROBS :: CALL CLEAR
50 FOR PROBLEM=1 TO NOPROBS
60 CALL SET_UP(L$,S$,R$)
70 CALL GET_PROBLEM(OP,N1,D1
,N2,D2)
80 CALL SHOW_PROB(N1,D1,N2,D
2)
90 IF OP=1 THEN CALL ADD(N1,
D1,N2,D2,NA,DA)
100 IF OP=2 THEN CALL ADD(N1
,D1,-N2,D2,NA,DA)
110 IF OP=3 THEN CALL MULTIP
LY(N1,D1,N2,D2,NA,DA)
120 IF OP=4 THEN CALL MULTIP
LY(N1,D1,D2,N2,NA,DA)
130 CALL GET_ANS(X,Y)
140 CALL CHECK_ANS(NA,DA,X,Y
)
150 NEXT PROBLEM :: GOTO 30
160 DATA ADDITION,SUBTRACTIO
N,MULTIPLICATION,DIVISION,EX
IT PROGRAM
170 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
180 SUB SET_UP(L$,OP$,R$)::
DISPLAY AT(12,B):L$OP$R$ :
: SUBEND
190 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
200 SUB SHOW_PROB(N1,D1,N2,D
2):: DISPLAY AT(11,B)SIZE(-3
):N1
210 DISPLAY AT(11,14):N2
220 DISPLAY AT(13,B)SIZE(-3)
:D1 :: DISPLAY AT(13,14):D2
:: SUBEND
230 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
240 SUB GET_ANS(A,B):: ACCEPT
AT(11,21)SIZE(3)VALIDATE(D
IGIT)BEEP:A
250 ACCEPT AT(13,21)VALIDATE
(DIGIT)SIZE(3)BEEP:B :: SUBE
ND
260 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
270 SUB PICK_OP(OP,S$):: DIS
PLAY AT(1,11)ERASE ALL:"FRAC
TIONS"
280 DISPLAY AT(4,4):"PICK ON
E
_>" :: RESTORE
290 FOR I=1 TO 5 :: READ M$
:: DISPLAY AT(3*I+3,5):STR$(
I)&"-M$ :: NEXT I

```

```

300 ACCEPT AT(4,22)SIZE(1)VA
LIDATE("12345")BEEP:OP
310 S$=CHR$(43*(OP=1)-45*(O
P=2)-88*(OP=3)-47*(OP=4))
320 IF OP=5 THEN CALL CLEAR
:: END
330 CALL CLEAR :: SUBEND
340 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
350 SUB GET_PROBLEM(OP,N1,D1
,N2,D2):: RANDOMIZE
360 N1=INT(120RND)+1 :: D1=I
NT(110RND)+2 :: N2=INT(120R
N
D)+1
370 D2=INT(110RND)+2 :: IF O
P=2 AND(N1/D1)<=(N2/D2)THEN
360
380 IF OP<3 THEN CALL REDUCE
(N1,D1,N1,D1):: CALL REDUCE(
N2,D2,N2,D2)
390 SUBEND
400 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
410 SUB REDUCE(N,D,X,Y):: IF
N<D THEN Q=N :: P=D ELSE Q=
D :: P=N
420 R=P-Q*INT(P/Q)
430 IF R<>0 THEN P=Q :: Q=R
:: GOTO 420
440 X=N/Q :: Y=D/Q :: SUBEND
450 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
460 SUB ADD(N1,D1,N2,D2,NA,D
A):: NA=N1*D2+N2*D1 :: DA=D1
*D2
470 CALL REDUCE(NA,DA,NA,DA)
:: SUBEND
480 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
490 SUB MULTIPLY(N1,D1,N2,D2
,NA,DA):: NA=N1*N2 :: DA=D1
*D2
500 CALL REDUCE(NA,DA,NA,DA)
:: SUBEND
510 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
520 SUB CHECK_ANS(NA,DA,X,Y)
530 IF NA=X AND DA=Y THEN DI
SPLAY AT(16,B):"THAT IS CORR
ECT!!" :: GOTO 580
540 IF NA/DA<>X/Y THEN 560
550 DISPLAY AT(16,B):"D.K. N
OW REDUCE IT" :: CALL GET_AN
S(X,Y):: GOTO 530
560 DISPLAY AT(16,B):"SORRY
IT IS
_>"
570 DISPLAY AT(15,23):NA ::
DISPLAY AT(17,23):DA
580 FOR D=1 TO 1000 :: NEXT
D :: CALL CLEAR :: SUBEND

```

## SORTING OUT THE SCOTT ADAMS ADVENTURE HINT BOOK

by: Tom Hall

If you finally got frustrated with trying to solve the Scott Adams Adventure series, and in desperation purchased a copy of his Official Hint Book, you might find the following extended basic program helpful. It greatly simplifies the process of locating clues in the format used in the hint book. All you have to do to this program is to add the data statements. These consist of the dictionary for each adventure as printed in the Scott Adams Hint Book. The first two data statements should be the adventure number and title, and then simply type in each word in the dictionary, in the same order as it appears in the book. After the last word in the list, add one final data statement, the "2" symbol. This tells the program that it's reached the end of the list.

What I did was to type the data statements as a separate file, beginning with line number 500. I then saved the data statements in merge format, so all you have to do is to load this program, then merge the data statements, and run the program. Then simply type in the number sequence for each clue, and when finished, just hit the (ENTER) key, and the clue will be printed on your screen. To terminate the program, simply hit the (ENTER) key without typing in a number. This way you can use the program with any of the adventures covered in the Scott Adams book!

```
100 !ADVENTURE HELP PROGRAM
110 !BY TOM HALL
120 !EDMONTON 99'ER USERS GROUP
130 !
140 !A PROGRAM TO USE WITH THE SCOTT ADAMS HINT BOOK
150 !
160 CALL CLEAR
170 DIM A$(25),D$(300)
180 READ C$,T$
190 DISPLAY AT(2,3):"CLUES FOR ADVENTURE
#";C$:TAB(14-INT(LEN(T$)/2));T$
200 I=1
210 READ D$(I):: IF D$(I)="2" THEN 22 ELSE I=I+1 :: GOTO 210
220 CX$="" :: FOR I=1 TO 25
230 ACCEPT AT(8,1)BEEP:A$(I):: IF (A$(I)="")&(I=1) THEN CALL
CLEAR :: END ELSE IF A$(I)=" " THEN 260
240 CX$=CX$&A$(I)&" "
250 DISPLAY AT(12,1): : : : : : : : :CX$: : : :: NEXT I
260 DISPLAY AT(8,1):""
270 X$="" :: FOR N=1 TO I-1
230 X$=X$&D$(VAL(A$(N)))&" " 290 DISPLAY AT(12,1):X$: : : : :
: 300 NEXT N
310 GOTO 220
```

Thanks to the Edmonton 99'er for the preceding review.

Terry Atkinson's routine to redefine the cursor has aroused some interest, so I fiddled around and came up with this version to change the cursor automatically to whatever character, normal or redefined, that you input.

```

100 !CURSOR CHANGER by Jim P
    Peterson
110 INPUT A$ :: A=ASC(A$)::
CALL CHARPAT(A,A$):: FOR J=1
    TO 16 STEP 2 :: H$=5E6$(A$,
J,2):: CALL HEX_DEC(H$,D)::
T=T+1 :: H(T)=D :: NEXT J ::
120 CALL INIT :: CALL LOAD(8
196,63,248)
130 CALL LOAD(16376,67,85,82
,83,79,82,48,8)
140 CALL LOAD(12283,H(1),H(2
),H(3),H(4),H(5),H(6),H(7),H
(8))
150 CALL LOAD(12296,2,0,3,24
0,2,1,48,0,2,2,0,8,4,32,32,3
6,4,91)
160 CALL LINK("CURSOR")!THAN
KS TO TERRY ATKINSON
170 SUB HEX_DEC(H$,D):: N=1
:: DEC=0

```

```

180 FOR J=1 TO LEN(H$):: A$=
3E6$(H$,LEN(H$)-J+1,1):: IF
ASC(A$)>5B THEN HT=ASC(A$)-5
5 ELSE HT=VAL(A$)
190 DEC=DEC+N*HT :: N=N*16 :
: NEXT J
200 IF DEC<>32768 THEN D=DEC
    ELSE D=-(65536-DEC)
210 SUBEND

```

And of course you can always color the cursor with CALL COLDR(0,5,11) or whatever colors you like.

Here's a little routine that will set up your printer to slash the D's until you turn it off.

```

100 OPEN #1:"P10"
110 PRINT #1:CHR$(27);CHR$(4
2);CHR$(8);
120 PRINT #1:CHR$(27);CHR$(4
2);CHR$(1);CHR$(48);CHR$(8);
CHR$(92);CHR$(34);CHR$(81);C
HR$(8);CHR$(69);CHR$(2);CHR$
(65);CHR$(34);CHR$(28)
130 PRINT #1:CHR$(27);CHR$(13
6);CHR$(1)
140 STOP

```

Thanks to Jim Peterson (alias "the Tiger Cub") for the tips on this page. While he reports that the software business is on the rocks, but he'd still like to hear from anyone who either has a trick to share, or needs a trick to solve a problem. His address: 156 Collingwood Ave., Columbus, OH 43213

#####  
DEADLINE for the July Newsletter is JUNE 30 !!!!!

Yes, we know it's early, but since at least 75% of the Newsletter Staff will be away for all or part of the month of July, we must have as much material as early as possible, if we are to have any chance at all of getting out the Newsletter!

While we're on the subject, we'd like to sincerely thank Members Jack Sughrue, Tony Falco, Bob Gagnon, and Bernie Miller who have contributed Reviews of "textware" and software, original programs, tips and tricks, and useful routines on a regular basis. However a monthly Newsletter is a voracious beast, and has a habit of consuming all available material and begging for more: so here we are, still begging for some new "faces" to contribute to YOUR Newsletter. As we mentioned, much of the staff is going on vacation in July, and we feel that our regular contributors deserve the same opportunity; so if the next issue is thin or nonexistent, you have only yourselves to blame! Let's hear from YOU! Ed.

#### 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 !!!

**OTHER CURSORS for T1 WRITER**  
by Dave White

Don't forget about the fixed mode cursor on page 44 of T1-WRITER manual. Often I find it easier to insert a few characters by switching to fixed mode (CTRL 0), insert character mode (FCTN 1), then inserting the characters, then turning off fixed mode (CTRL 0). This eliminates the need for reformat.

Another special function which seems to be hidden in the manual is the SPECIAL CHARACTER MODE, referred to on page 146 of the manual. Page 98 describes its use, similar to the transliterate command. By pressing CTRL U, special printer control characters may be put into the document, without using the text formatter. Then the document can be printed directly from the text editor.

Some common control characters are shown below:

PRESS	FOR
(FCTN R)	escape character
(FCTN R) N	ELITE mode
(FCTN R) P	PICA mode
(FCTN R) 4	italic mode
(FCTN R) 5	italic off
(FCTN R) 0	space 8 lines to the inch
(FCTN R) 1	space 6 lines to the inch
(FCTN R) A (shift R)	1.5 lines to inch
(shift O)	compressed mode on
(shift R)	compressed mode off

(Parentheses above indicate special character mode.)

Have you tried printing return address labels? Try 8 lines per inch, compressed print format. This will print 4 return labels on one standard size address label.

(This article was from the PUNN. Ed.)

M.U.N.C.H.

560 LINCOLN STREET

WORCESTER, MA. 01605

FIRST CLASS

TO:

\*\*\*\*\*  
IMPORTANT NOTICE  
\*\*\*\*\*

June meeting will be on June 18, 1985  
at University of Massachusetts Medical Center  
(Come to the VISITORS entrance and follow the signs for MUNCH...)