

```

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

```

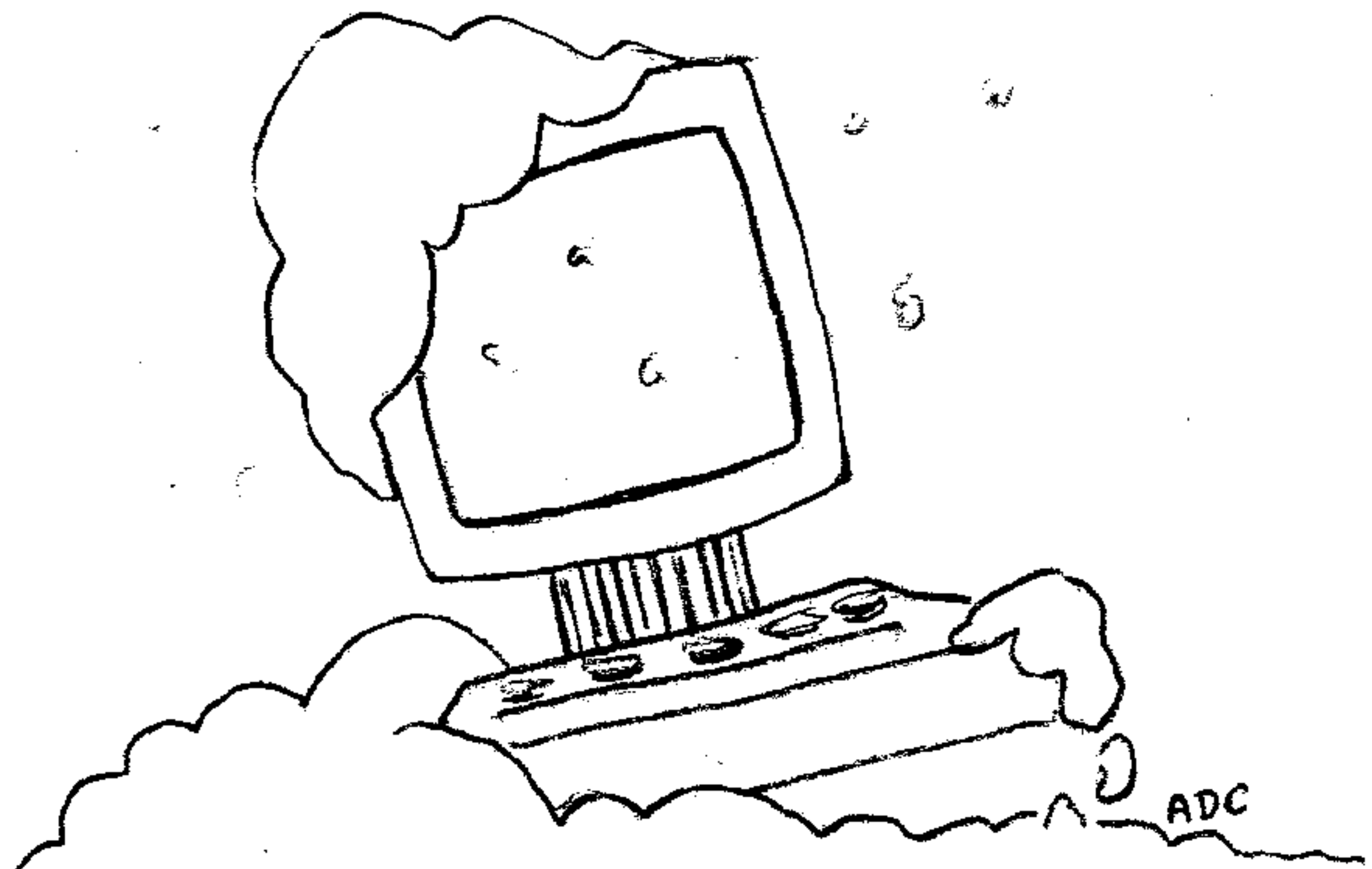
---

Mass Users of the Ninety nine and Computer Hobbyis

---

January 1986      Monthly Newsletter      Version 5.1

MUNNCH



BRRRR JAN.86

12-10-85 MUNCH MINUTES

THE MONTHLY MEETING STARTED THIS TIME WITH THE DEMOS FIRST AND THE BUSINESS MEETING LATER ON. THIS SEEMED TO WORK OUT VERY WELL FOR THOSE THAT HAD ATTENDED THE MEETING THIS TIME. EVERYONE HAD PLENTY OF TIME TO ARRIVE FOR THE BUSINESS MEETING. THE PREMEETING DEMO WAS DONE BY BRUCE WILLARD. HE DEMONSTRATED THE "BIT-MAC" GRAPHICS PROGRAM. THIS PROGRAM IS AVAILABLE FROM VAUGHN SOFTWARE FOR A PRICE OF \$29.95. IT ALLOWS YOU TO DRAW BANNERS AND DO LARGE LETTERING WITH THE USE OF THE EXTENDED BASIC CARTRIDGE. THE PROGRAM IS WRITTEN IN ASSEMBLY LANGUAGE. THERE IS AN EXPANDABLE PROGRAM CALLED "PRINTPACK1". THIS PROGRAM ALLOWS YOU TO PRINT BANNERS UNLIKE THE COMMON LARGE BANNER PRINTS IN MAGAZINES AND AT COMPUTER SHOWS. IT OFFERS THE FLEXIBILITY OF THE BITMAPPED GRAPHICS WITHIN "BITMAC". THE BUSINESS MEETING GOT UNDERWAY AT EIGHT O'CLOCK. THE MEETING WAS CALLED TO ORDER WITH BRUCE WILLARD PRESIDING. THE MINUTES OF THE LAST MEETING WERE APPROVED AS NOTED. THE TREASURY REPORT SHOWS THAT WE ARE HOLDING OUR OWN AS FAR AS THE BUSINESS EXPENSES GO. THE RAFFLE BROUGHT IN \$39.25 WHICH MORE THAN COVERED THE ITEMS THAT WERE GIVEN AWAY. WE RAFFLED A PACK OF TEN DISKS THAT WAS WON BY HECTOR BEAUDREAU. ANOTHER PRIZE THAT WAS RAFFLED WAS A \$15.00 GIFT CERTIFICATE TO THE BARBER'S CROSSING RESTAURANT WHICH WAS WON BY JOHN MONROW. ALL IN ALL, WE JUST COVERED OUR EXPENSES. THE TREASURY REPORT WAS AS FOLLOWS: BALANCE \$445.64 FOR THE MONTH AND AN ADDITIONAL \$9.00 WAS TAKEN IN WITH THE HELP OF JACK SUGHRUE FOR DONATING THE REFERENCE CARDS THAT WERE SOLD AT THE MEETING CONTAINING ALL OF THE ASCII CODES AND OTHER FREQUENTLY USED CHARTS THAT GET LOOKED AT FROM TIME TO TIME. THE EXPENSES FOR THE MONTH WERE THE COLOR MONITORS USED AT THE MEETING AND POSTAGE FOR THE NEWS LETTERS. THIS CAME TO \$47.00 TOTAL. THE MEETING CONCLUDED AT 8:45 AND AGAIN WENT BACK TO THE DEMOS ALONG WITH THE SOFTWARE EXCHANGES.

HECTOR ANNOUNCED THAT HE WILL BE MAKING AVAILABLE, FOR SALE, ALL OF THE SOFTWARE FROM JOSEPH PUCHALSKI (J.P.) HE HAS BEEN MADE A DISTRIBUTOR FOR J.P. AND CAN SELL THE SOFTWARE AT A DISCOUNT PRICE.

JACK ANNOUNCED TO THE GROUP THAT THE BEST PLACE TO BUY YOUR DISKS IS AT SPAGS. A PACK OF TEN ABOUT \$10.00 OR LESS. MOST DISKS RUN ABOUT \$1.20 TO \$1.50 EACH IN PRICE.

THANK YOU TO ALL OF YOU FOR YOUR SUPPORTING US. IN THE BUSINESS MEETING, THE CHICAGO SHOW WAS DISCUSSED. THE NYARC COMPUTER, THE GRAM KRACKER, AND THE NYARC X-BASIC WERE ALL THERE AT THE SHOW. A VIDEO TAPE WAS MADE OF THE SHOW AND THE CLUB AGREED TO PURCHASE IT. THE COST WILL BE SHARED BY THE MUNCH GROUP AS WELL AS WITH THE BSC USERS GROUP. IT WILL COST US HALF THE PRICE OF \$25.00 AS WELL AS THE VIDEO TAPE COST SO THAT IT CAN BE COPIED. THE TAPE WOULD BE SHOWN AT THE MEETING. PETER HOODIE FROM THE BCS GROUP IN BOSTON HAS MADE IT ALL POSSIBLE. HE IS EXPECTED TO BE PRESENT AT THE NEXT MEETING.

CORSON WYMAN

AGENDA for January 21, 1986

7:00 - 8:00 Open Demonstrations  
New Member Registration  
Software Exchange (members only)  
Special Interest Group meetings  
    Basic Programming -- as required  
    Assembly Language -- by Dan Rogers  
    Kids Corner -- with (to be announced)  
    Multiplan -- by Hector Beaudreau

8:00 - 8:20 Raffle  
Business Meeting:  
Approval of Minutes  
Treasurers Report  
Committee Reports  
Old Business  
New Business  
Announcements

8:20 - 9:30 CONTINUATION of:  
    Special Interest Group Meetings  
    and Open Demonstrations and Discussions

\*\*\*\*\* SPECIAL GUEST \*\*\*\*\*

Peter Hoddie from the Boston Computer  
Society, TI Group  
GRAM Kracker demo by Peter Hoddie

Plan for February meeting:

Training on Microsoft's Multiplan  
by Hector Beaudreau  
Continuation of other SIG's

\*\*\*\*\*

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 "text-  
ware" as much as you have !!!                      THANK YOU !!!

# "COMPUTER QUERIES"

## Question:

Does anyone know of an electronic spreadsheet for the TI-99/4A other than Microsoft Multiplan??? I would like one as versatile, but faster on recalculations.

## Answer:

There is a company called DATA, 1923 Linden St., Ridgewood, N.Y., ZIP 11385. Tel. # 718-417-0165. The spreadsheet has 45 rows and 35 columns, and uses some assembly routines. It's called PERSONAL PLANNER, and sells for \$19.95 plus \$2.50 for shipping and handling. As for being faster on calculations than Multiplan, I don't know. (If anyone out in the TI world knows about the calculations speed in relation to Multiplan please drop us a note or give us a phone call.)

If any of you have any problems or questions about our computer, this is where to find the answers to them. Send your question to one of the editorial staff or drop it at the Video Connection on Lincoln St. and it will be printed in the newsletter with an answer. If, in the unlikely event, we cannot find the answer in a reasonable amount of time, we will print it here looking for the answer out there in TI land. I know that I don't have all the answers. How about you???

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

---

President	Bruce Willard	852-3250
Vice President	Norman Abare	297-2100
Secretary	Wm. Corson Wyman	839-4134
Treasurer	Jim Cox	869-2704
Editor	Pete Blackford	892-4946
Hardware Chair		
Programs Chair		
Adv Prog. Chair	Dan Rogers	248-5502
Club Reviewer	Jack Sughrue	476-7630
Library	Al & Lisa Cecchini	
Software Library	Don Mason	754-6630
	Hector Beaudreau	
Mail & Messages	Video Connection	852-8213

## M.U.N.C.H.

Financial statement for the year ending 9-30-85.

ASSETS

Cash in bank	349.15
Hardware (cost)	1,000.00
Software (tapes, disks est.)	250.00
Library (est.)	250.00
Postage	10.00
Supplies	<u>25.00</u>
TOTAL ASSETS	\$1,884.15

LIABILITIES

none

INCOME

Dues	952.00
Advertising	175.00
Raffle	173.91
Tape & Disk sales	182.00
Freeware & other donations	<u>146.50</u>
Total	1,629.41

EXPENSES

Postage	241.23
Printing	763.48
Books	60.75
Bank service charges	63.16
Hardware	52.50
Memberships	16.00
Monitor rentals	155.00
Disks & Tapes	287.28
Supplies	<u>15.75</u>
TOTAL	1,655.15

Respectfully submitted James W. Cox, Treasurer.

## PRESIDENT'S MESSAGE

Happy New Year everyone!!! Here we are at the beginning of a new year with many good fortunes to look forward to. One of the good things is that Myarc should have their new computer on the open market any day now. I know.... You've heard that before. But I have heard, from a very reliable source, that the time is very close. One of our members has even seen, with his very own eyes, this magnificent machine. I can't wait to see it and play with it myself.

The next good thing is the GRAM Kracker. Again, thanks to Craig Miller and company, we have another very helpful product. Now you can enter your cartridges and alter the programs to your liking. Well.... You can alter the way the program runs (to your liking). You can't really alter the cartridge itself. But, so what? At least now you can get even more out of those cartridges that had severe operating limitations before.

I just read an article in the Johnson Space Center newsletter regarding Solid State Disk Drives (Randisk Card). It seems that the New Horizons Computer Users Group, in Akron, Ohio, is taking orders for this 104K randisk that John Clulow, Ron Gries, and David Romer developed. The cost is approximately \$165.00. This card will fit in a PEB slot and operate just like any mechanical drive, except much faster. If anyone is interested, I hope to have an ordering address by meeting time.

How does a Bulletin Board System in Worcester, operated by MUNCH sound??? That's just an idea your officers are kicking around right now. It is a possibility, if there is a need. Let's talk about it. Let me know your feelings. If there is enough interest then we would pursue it.

This is an instant replay from last month. I don't think anybody read it as I heard nothing from the membership.

MUNCH is desperately in need of a Membership Chairperson. With the many colleges in the area, and all the TI-99/4A's sleeping in closets and under beds, we should be able to increase our membership, and ultimately help the owners of these computers see the power in their computers. If you think you would like to try it just give me a call at home or see me at the meeting. I would be very happy to help and guide anyone who wants to give it a try. Just think of the nice feeling you would have knowing that you helped your group grow and the new members learn. Don't just think about it. Do it!!! Contact me.

Just in case you missed the agenda for this month, Boston Computer Society will be represented at the meeting by Peter Hoddie. Peter is the sysop of the BCS TI bulletin board and one of the key people in their group. He is also a wizard when it comes to programming. I bet that if we asked him very nicely he would entertain any and all questions from the membership. Remember, he might have the GRAM Kracker with him.

My rambling time has come to a close now. I'm looking for a big turnout at the January meeting. Hope to see all of you there.

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

#### ADVERTISING RATES:

\*\*\*\*\*

Double Page	(10.5" by 8")	\$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	per insertion

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

\*\*\*\*\*

#### EQUIPMENT for SALE

It is with regret that we will be losing Bob Gagnon as a member. Due to job requirements for another computer, Bob is selling virtually all of his TI software and hardware. The following is a list with prices:

2ea. Complete computer consoles -- \$40 ea.	Teach Yourself BASIC -- \$5
TI Data Cassette w/cable -- \$25	Teach Yourself XBASIC -- \$5
TI Joysticks -- \$6	TI Programming Aids II -- \$5
PEB w/32K RAM, disk drive, manuals, DM-II -- \$175	HCM-on-Disk (9 Issues) -- \$4 ea.
PEB 30" ext. cable -- \$13	Assorted programs (26 disks) -- \$2 ea.
TE-II -- \$8	"Flip-n-File 25" storage -- \$5
Navarone DBM System -- \$25	Contact: Bob Gagnon
Centipede -- \$6	33 Bonney Dr.
TI Invaders -- \$4	Holliston, MA 01746
Quick Copier II -- \$10	Tel. (home) 617-429-9852
Public Domain Music I II -- \$5 ea.	(work) 617-478-2000 ext 2844

## STAR FIGHTER

by Tony Falco

I can still recall the first time I used T.I. Extended Basic. I had tried a few of the demonstration programs in the manual. Hey, that was easy. So maybe I could write my own arcade game! It wasn't long before the screen was filled with 27 space ships, all going full tilt. The 28th was to be my laser blaster to fire at the other 27. Then the troubles began. Graphically it was fine. The laser fired when I pressed its key. I could see the beam hit the target missiles, but the program would register only a very few hits. Most of the time you could clearly observe a hit, but none of the things that were to occur on a hit happened. Was the problem with my cartridge? My computer? My program? I abandoned the project, but occasionally I gave the problem some thought and reluctantly realized that I would need to decrease both the number and speed of my sprites.

The program below is a very much slowed down and watered down version of that original idea. The key seems to be to test for coincidence one sprite at a time. And if at first you don't succeed, try, try again. You can see in line 250 that I try twelve times. I, arrived at twelve strictly by trial and error. It seemed to work best for the speeds involved.

The game below is a simple one. You fire a laser at an illuminated missile. Hit it and you get points. Miss it and you lose points. If you are going to score high it will probably occur the first or second time in a session because the more games you play the faster the ships move. If you want to slow down or speed up the starting speed, change the value of VEL in line 140.

```
100 CALL CLEAR :: DISPLAY AT(12,1):" <S>
  AND <D> MOVES GUN":;:" <E> FIRE LASER
  "":;:" PRESS <ENTER>" :: ACCEPT
AT(20,15):@ $
110 RANDOMIZE :: CALL CLEAR :: FOR S=2 T
O 8 :: CALL COLOR(S,16,1):: NEXT S :: CA
LL CHAR(46,"1",64,"1020304502103401")
120 DATA 187EFFFFA5FF9900,031C61FFFF611C
03,2424242424247EFF,1818181818181818
130 !-----set up screen-----
140 FOR P=101 TO 104 :: READ A$ :: CALL
CHAR(P,A$):: NEXT P :: CALL SCREEN(2)::
CALL COLOR(9,11,11):: VEL=-25
150 FOR X=1 TO 20 :: CALL HCHAR(INT(15*R
ND+1),INT(32*RND+1),46):: NEXT X :: CALL
MAGNIFY(2):: CALL HCHAR(21,1,96,128)
```



```

160 !-----set ships into motion-----
170 FOR X=3 TO 5 :: CALL SPRITE(#X,102,1
0,16,84*(X-2),0,VEL-8):: NEXT X :: FOR X
=6 TO 8 :: CALL SPRITE(#X,101,3,34,84*(X
-5),0,-VEL):: NEXT X
180 X=108 :: SC=0 :: CALL SPRITE(#1,103,
7,176,X,0,0):: DISPLAY AT(1,1):"SCORE=";
SC;TAB(15);"HIGH=";HI
190 !---move gun and fire-----
200 FOR SP=8 TO 3 STEP -1 :: CALL COLOR(
#SP,5)
210 DISPLAY AT(1,7)SIZE(5):SC :: CALL DE
LSPRITE(#2):: CALL KEY(0,K,S):: IF S=0 T
HEN 210
220 X=X-16*(K=68)+16*(K=83):: X=X*(X>=8)
*(X<=254)-254*(X<8)-16*(X>254):: CALL LO
CATE(#1,176,X):: IF K<>69 THEN 210
230 !---fire laser and check for hit---
240 FOR DEC=0 TO 24 STEP 8 :: CALL SOUND
(-99,-5,DEC):: NEXT DEC :: CALL SPRITE(#
2,104,16,196,X,-110,0)
250 FOR T=1 TO 12 :: CALL COINC(#2,#SP,1
2,H):: IF H THEN 280 ELSE CALL POSITION(
#2,RR,CC):: IF RR<4 THEN CALL DELSPRITE(
#2)
260 NEXT T :: SC=SC-50 :: GOTO 210
270 !-----explode target after hit-----
280 CALL DELSPRITE(#2):: CALL MOTION(#SP
,0,0):: CALL POSITION(#SP,A,B):: CALL CO
LOR(#SP,7):: FOR D=1 TO 20 :: NEXT D ::
CALL COLOR(#SP,9)
290 FOR T=0 TO 28 STEP 7 :: CALL SOUND(-
99,-1,T,110+50*RND,T):: CALL PATTERN(#SP
,64):: NEXT T :: CALL DELSPRITE(#SP):: S
C=SC+200
300 FOR I=9 TO 16 :: CALL SPRITE(#I,46,I
NT(5*RND+3),A,B,15,INT(30*RND)-15):: NEX
T I :: FOR I=9 TO 16 :: CALL DELSPRITE(#
I):: NEXT I
310 !---show score and check for replay---
320 DISPLAY AT(1,7)SIZE(6):SC :: DISPLAY
AT(1,21)SIZE(6):HI :: NEXT SP :: CALL D
ELSPRITE(#1):: IF SC>HI THEN HI=SC
330 DISPLAY AT(24,1):"PLAY AGAIN (Y/N)?
Y" :: ACCEPT AT(24,19)SIZE(-1)VALIDATE("
YN")BEEP:AG$ :: IF AG$="Y" THEN CALL CLE
AR :: VEL=VEL-5 :: GOTO 150 ELSE END

```

# TEXTWARE / SOFTWARE

T.I. Reviews by Jack Suhrue

"So far in your three years of computer reviewing you have managed to ignore the most important language in existence," so chastised a teacher friend of mine recently. I knew what was coming, but I asked her to explain anyway. (I'm one of these people who thrive on masochistic guilt trips.)

"Logo," she explained.

"Yes?"

"Logo, you idiot! You never write anything about Logo in any of your reviews."

"I try not to."

"I was right. You are an idiot."

"As you say."

"Do you mean to say you are NEVER going to write about Logo?"

I saw the time had come. "Not if I can help it."

"What!"

Just exactly what was said by her after that is not suited for a family publication such as this. In a watered-down version she accused me of being against God, country, Mom, and apple pie. I was definitely a Communist and probably a child molester to boot.

Actually, hers was a conservative reaction. In some teaching circles I would probably not be alive to contrive these sentences.

Logo has become a cult. A Cult. A CULT! Logo is thought of by many educators and parents as THE ONLY CORRECT WAY. Like many religious freaks who feel their religions are THE ONLY CORRECT WAY down the path of righteousness, the Logo Loonies (as they are known by computer educators whose approach is more flexible) have no room in their hearts for teachers who wish to use the classroom computers for Computer Assisted Instruction (CAI), programming, games, adventures, word processing, data bases, testing, flashcards, spreadsheets, whatever (unless it is devised through Logo).

Don't get me wrong: I like Logo. I use it in my classroom. I play with it at home. I believe it to be a profound language. I even work in an excellent school system that has Logo only in the elementary curriculum.

There is a boat missed here by the Logo Loonies, though. They miss the boat because have chosen to be blind to all except Logo. They choose to be (and, worse, make others be) computer illiterates through training.

Now that that has been said, I will finally get around to Logo for the T.I. There are two, Logo II being more profound with many more features. But either Logo I or II is better in many ways than any of the other Logos on the market. (For one thing, the T.I. version has tile graphics which none of the others have.)

Rather than describe Logo in detail, however, I would much prefer to discuss two books about Logo which I think are good. (There are at least a half-dozen really good Logo books out which are suited for the T.I. I'm selecting these two because the kids in my fifth-grade class prefer these two over all the others.)

K-POWER which was not around too long before being sucked up by its parent magazine (the inane FAMILY COMPUTING), put out a few solo items. One of them was a book called LOGO FUN (\$5.95, Scholastic).

This is a perfect starter (beyond the manual and accompanying programs). It's simple and direct and has specifics for all the Logos on the market. This is a good chance to make comparisons.

As LOGO FUN goes through the writing and editing features of Logo, it establishes through example some excellent skills to build upon. The student who step-by-step it can hope to come out of the book a pretty good beginning programmer in an exciting language. Logo's strength, of course, is the way it teaches logic. This book really builds on that strength. The examples are very dramatic and really appeal to the youngsters. So whether you are using this cartridge at home or in school or for the child side of your adult self, this is the probable best starter.

Once you have completed beginninghood and are ready for the Big Time run right down to your local T.I. store and buy A LITTLE BIT OF LOGO MAGIC by Donna Bearden (\$13.95 hardbound). As I don't have a T.I. store in my neighborhood I sent to PERMA-BOUND, Vandalia Road, Jacksonville, Illinois 62650 for my copy. I believe it is in paperback form (also BX11) from the Reston Publishing Company, Reston, VA, at a much cheaper price, but my copy was to be used in a classroom and needed the hard binding.

This book is subtitled ADVENTURES FOR INTERMEDIATE PROGRAMMERS. Very apt. It is terrific. Brad Foster's wizard and dragon illustrations delightfully enhance the text on every page. It is a gem of a book that uses Logo in far better ways than most people use it: elaborate designs with simple shapes; patterns, tessellations & optical illusions; spider webs and other magnificent designs; questions, quizzes & quotations; fractured fables and customized cliches; and, finally, an adventure in the Dark Forest. Those are the almost-self-explanatory chapter headings.

A BIT OF LOGO MAGIC assumes you know something about Logo, so it doesn't go into the tiny little specifics of LOGO FUN, but it does give you some excellent and very dramatic programs, which, like so many of the good Logo programs, are extremely small for what you get.

If you do any programming at all but have yet to try Logo be prepared for a few sleepless nights. Logo IS addictive. And you will be astounded at how little is needed to create very large things. To perform some of the Logo graphics tasks in BASIC, for example, would be so long and boring your toes would drop off. And executing the program would be so S L O W !!! Logo takes minutes to program many things and seconds to execute. Logo is better than almost any programming language at repeat tasks.

So now that you can buy Logo II at much reduced prices (and Logo I at extremely reduced prices on the used market), I would highly recommend getting it. It's fun! It's for adults, too! And with these two books your Logo World will be wide open to you.

(Caution: though you may learn to love Logo [I did.] you must beware of the Logo Loonies. Don't fall victim to their sales pitch. There are other worlds for computer kids to grow into.)

I'm glad I finally wrote this review. Maybe the pressure will be off now, and I can go back to my classroom computers in peace (and I'll have to look into the Reston/Prentice Hall catalogs to see what other T.I. goodies they might have hidden in their warehouses).

" . . . RAFFLE . . . RAFFLE . . . "

To start the year off, we will have PICNIC PARANOIA as this month's raffle item. This was donated by Colin Atherton. Thanks, Colin, for supporting our User Group. It is greatly appreciated by all.

If anyone has hardware or software, in good shape, they are not using, and would like to donate to the Group, please feel free to do so. I always make a point to announce in the newsletter the people who donate (unless they would prefer to remain anonymous). Just as another point, Colin also donated a SUPER SKETCH for the raffle. However, we will raffle that at another time.

The raffle is open to all who attend. The drawing will be held just prior to the business meeting. Remember:

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

Bruce Willard, Pres.

## DISK DRIVE CLEANING

This article was spotted in the Lehigh 99'er U.G. newsletter. It sheds much light on the cleaning of the drives. (Just as a note, I have never cleaned my drive in the 2+ years that I have had it. (Ed.))

How often should diskette drives be cleaned? A survey of manufacturers, computer dealers and service technicians yielded conflicting suggestions.

The advice seems to fall into the two camps. The people who build and install the disk drives said cleaning is rarely necessary, and some of them emphatically warned that the drives can be seriously damaged by the inexpensive cleaning kits sold in most stores.

On the other hand, some of the people who sell the computers and disk drive cleaning kits recoiled at the thought of letting even a week go by without swabbing the decks.

Although fancy cleaning kits can cost as much as \$50, the most popular versions cost about \$10 and consist of a slightly abrasive floppydisk cleaning pad and perhaps a vial of alcohol.

Why would one need a disk drive cleaner in the first place? Floppy disks inevitably introduce tiny bits of grit into the drive unit, either through hitchhiking dust particles or as loose flecks of the magnetic material that holds data on the diskette. If debris builds up significantly, it can harm or even ruin other diskettes.

### HOW MUCH TIME?

But how long does it take for a significant risk to develop? According to a representative in the service department of one of the largest retail computer franchises in Manhattan, users should clean their drives "at least" once a week. This was echoed at several other retail computer dealerships.

Such advice makes computer manufacturers howl, "fatal error". "Perhaps once every six months", a technical advisor at Kaypro allowed, "but you wouldn't want to clean it much more than that. Some kit disk cleaners on the market are mildly corrosive and if used frequently might harm the disks".

A spokesman at Apple said the company does not recommend the cleaning kits at all. "Users who try the store-bought cleaners could end up messing up the drives more than fixing them", he said. "If there's a problem, take the drive to an authorized dealer".

Even Verbatim of Sunnyvale, California, which makes Datalife, one of the most popular kits, says cleaning the drives daily is silly unless "hundreds or thousands" of diskettes are run in and out regularly. For the average home or office user, a Verbatim technician said, once every month or two would suffice. He denied that his company's kit would harm disk drives unless it was used improperly. Verbatim engineers ran a cleaning disk nonstop for two days - the average use is a few seconds - and there was no measurable wear, he said.

Obviously there is a disagreement, but the weight of the evidence certainly goes against frequent cleaning, say, more than once every few months. If the drive has not been functioning well, it probably requires the services of a qualified repair technician.

\*\*\*\*\*

This article was gleaned from the September issue of the MSP 99 newsletter. It appears very useful, although I have not tried it yet.

## DISPLAY/VARIABLE 80 to PROGRAM CONVERTER

Article written by Al Kinney

Here is a nifty program to convert text that has been stored as DIS/VAR 80 back into a runnable program. (The origins of the program are uncertain to me, but, here it is!)

now why, you might ask, would you want to do that? Glad you asked! And now, I'm gonna' tell ya! If you use COMUSERVE, there is a Special Interest Group (SIG) for TI home computers, with over 1000 members! These wonderful folks are constantly trying to out-do each oter by putting excellent Public Domain software into the Down Load area of the SIG. Think of it, a Mail Box, and the files are NOT bills.

Now, the only problem you have, is that for lots of very technical reasons, the files are stored as text in the DIS/VAR 80 format. In the "olden" days, whenever you downloaded a file, you had to sit and type the darn thing in, and the way I type, dl created more errors than I could fix! Now, all that drudgery is gone, and by simply running the program listed below, you can recreate the program in the MERGE (DIS/VAR 163) format. Then, by removing the exclamation (REM) marks from each line, you will have a MERGEable file.

This also gives you another way to edit existing files you may already have. Let's say you have a program, and you want to make a LOT of changes to it. First, you would simply load the program into memory, as usual, by entering "OLD DSK1.NAME". When loaded, you would then enter "LIST "DSK1.NAME/1"". That would cause the program to be written to the disk in DIS/VAR 80 format. The reason for changing the name should be obvious, to prevent over-writing the original file. Now, instead of flailing through the entire program, line by line, looking for variable XYZ, you can use TI-WRITER or EDITOR/ASSEMBLER, and do "Global" search and replace's. Those features are described in the respective manuals. After you have modified the program as needed, you simply run the conversion program, which rewrites the file with a NEW name. When it is finished, type "NEW", and "MERGE "DSK1.PROGRAM/2"", and proceed as before.

```

100 !!!!!!!!!!!!!!!!!!!!!!!
110 !! TRANSLATES FROM !
120 !! DIS/VAR80 TO MERGE !
130 !! FORMAT !
140 !!!!!!!!!!!!!!!!!!!!!!!
150 !
160 !Use a "Full Screen"
170 !Editor to create Ext-
180 tended Basic programs
190 !
200 !Create a file using TI-
210 Writer \\ Make sure you
220 !disable the word wrap
230 !mode and limit the line
240 !length to 80 characters
250 !
260 !
270 CALL CLEAR
280 DISPLAY AT(3,7)BEEP ERAS
E ALL:"!!!TRANSLATE!!!"
290 DISPLAY AT(7,5):"DIS/VAR
80 FILENAME:"
300 ACCEPT AT(9,5)SIZE(15):I
N$
310 DISPLAY AT(12,5)BEEP:"ME
RGED OUTPUT FILENAME?:"
320 ACCEPT AT(14,5)SIZE(15):
OUT$
330 OPEN #1:IN$
340 OPEN #2:OUT$,VARIABLE 16
3
350 LINPUT #1:L$
360 S=POS(L$," ",1)
370 ON ERROR 490
380 N=VAL(SEG$(L$,1,S))
390 ON ERROR 440
400 A=INT(N/256)
410 A$=CHR$(N-A*256):: PRINT L$
420 PRINT #2:CHR$(A);A$;CHR$
(131);SEG$(L$,S1,80);CHR$(0
)
430 GOTO 350
440 PRINT #2:CHR$(255);CHR$(
255)
450 CLOSE #2
460 PRINT :;"ENTER ""NEW""
AND THEN ""MERGE""THE TRANSL
ATED FILENAME:":" ";OU
T$: : :
470 PRINT "REMEMBER TO REMOV
E THE LEADING ""!"" IN
EVERY
LINE
": : : :
480 END
490 ON ERROR 440
500 RETURN 350

```

M.U.N.C.H.

560 LINCOLN STREET

WORCESTER, MA. 01605

First Class

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

January meeting will be on January 21, 1986  
at University of Massachusetts Medical Center  
(Come to the VISITORS entrance and follow the signs for MUNCH...)