

INTERESTING MEETING

June's meeting was not as packed as the May meeting, but there was a lot happening.

Jack Sughrue gave a demonstration of a tape program (Yes, TAPE!) which he had typed in from a French user magazine. The program was written by a 14-year-old named Mustapha Nih and is reminiscent of Cavern Quest. Kevin Salvi, a language teacher in Framingham, and Jack translated the French text. The program was modified to include instructions and scoring. A taped version was created by Jack for M.U.N.C.H. (It will also be put into our disk library along with Dick Altman's latest FAIRWARE listings and NOTEPAD, an excellent secretary.)

It was voted to structure an agenda. Demonstrations of games (or other kind of funware) on disk, cartridge, and/or tape will begin immediately at 7. The sales table will also be opened at that time. Anyone wishing to sell any ORIGINAL texts, disks, hardware, tapes, cables, cartridges, whatever, please bring to meeting with prices marked. There is no charge to sell anything.

Members felt that more kids might attend if this kind of demonstration were first. Parents and youngsters could then leave early if they needed to.

At 8 there will be a half-hour meeting. Reports will be given first by the treasurer, then by the newsletter editor, then by the president, and then by any member who wishes to take up any relevant topic. The meeting will not exceed a half-hour. Any discussions with officers or other members may be done in smaller groups or individually after the meeting ends.

At 8:30 there will be workshops and demonstrations for as long as time is needed.

This meeting structure was voted on unanimously by the membership and will begin with the July 21st meeting.

Bruce Willard did an excellent demonstration of CFS (the Creative Filing System by Mark Beck). This is available to anyone from Bruce for only \$10 for the three disks. In addition to being an extraordinary filing program (with calculating abilities), this is a fundraiser for our club. If you haven't received your CFS, come to the next meeting with \$10 for this exceptional buy.

After a long bit of frustration that turned out to be in the outlet strip, Corson Wyman finally got the Geneve up and running beautifully. The diehards who stayed to see this demonstration got yet another view of this remarkable computer. Peter Hoddie's version of TI Writer that is built in is excellent. You can move into the Formatter instantly, and you can view the Formatted file on the screen. In spite of the vast improvements over the 48K-limited TIW versions, a particular complaint

was about the Format commands: "Too bad the program doesn't underline or italicize or center right on the screen the way some word processors do. That way you know what you got while you're doing it." That's true to some extent (though the Formatter viewing is a huge step in that direction), but the programs built into the Geneve cost MORE for other computers than the Geneve WITH all these programs included. Because people like Tony and Will McGovern really opened up the environmental part of wordprocessing for the TI, Peter Hoddie was able to apply his genius to the structure within the Geneve's operating system. He did a superb job (as he does with most things he applies himself to).

Although this was probably the 6th or 7th time most of us had seen a Geneve in operation, it was still fun to play with the thing and envision our personal applications to it.

The newsletter editor is looking for more local talent. There are plenty of items to draw from newsletters, but we want to hear more from the membership. Draw a cartoon. Write a little program. Give us your opinion of a new utility or game. Kids are welcome to submit, too. How about a letter telling us about some aspect of TIhood you like or don't like. Now that we've increased the amount of text printed, we would like to use a larger portion of that for member submissions. (If you haven't noticed, we went from 16 half-size pages of full-size type to 10 full-size pages of half-size type. This means the equivalent of 40 pages of material based on the old size. We have more than doubled the amount of text and graphics in each issue. This means more programs, more reviews, more graphics, more general and specific information in each issue. And amounts to one-and-a-half normal books each year. So there is plenty of text material out there. It's just now in the form of newsletters. That's okay.

The last item of business to come before the meeting was typing. About a year back, Jack xeroxed a pile of programs from lots of different sources and passed them out to members who would volunteer to type them. Volunteers typed one program a month, where possible, and mailed them on disk or tape to Jack for debugging, if necessary. He put them all on one master disk and one master tape. He then made copies for all the participants and passed them out at the next meeting and included one for the library. This worked out very well for the four months we did it. The games programs seemed to be the favorite (maybe because some of the utility programs were so difficult to type in). One disk that included a mini-calc and home secretary needed debugging and was mentioned at the meeting. A good, working disk will be available, hopefully, for the August meeting.

Meanwhile, if you have some good programs for typing, please let Jack know. He is getting together a pile for the August meeting for volunteers. Please participate and build up your personal and club libraries.

DRACULA'S BYTES

Sometimes it's the little things in life that really matter. Like when you find a quicker way to load a file (as Dan Rogers did for me on one of my Infocom [very slow loading] games). Once I got Dan's loader I went back to playing the games much more often than I did before. Just waiting those endless 4 or 5 minutes prevented me from enjoying these games regularly.

Then I bought a package from Tom Freeman at the April Fair (called *Utility Programs*) which settled a blistering annoyance I had. A long time ago I had typed in Tom's ZCOL program in order to easily write my articles in the present 2-column format you see here. I could never get the program to work on my Gemini (similar to PRBase problems). Genial TRAVELER diskazine had Tom's program updated, but I still had the same trouble. I even typed in a third version someone modified for another user group. No luck.

I talked to Tom. He assured me that they'd be no problems with the latest version. There isn't.

It's the BEST and easiest columnizer I've ever used. I'll be discussing this program (and others for the printer) in upcoming IMPACT 99 articles.

But it sure was nice when the thing worked the VERY FIRST TIME and every time since. A great buy at \$8, this package (which also includes Variable Column Lister, Print Sideways, Print Sideways - ASL, Call Load to ASL, ASL to Call Load, Sector Checker, XBasic Checksums, Keyboard Map, XBasic Tokens, and a 32-page manual).

Another of those happy moments in life happened last Thanksgiving Day. I was up early and on my computer, trying to debug a very lengthy program I had typed in from a magazine. The program was printed 40 columns wide. My screen view was 28 columns and my printed out version was 80.

I OLDED up the program and ENTERed this one liner with my trusty Gemini turned on: OPEN #1:"PIO" :: PRINT #1:CHR\$(27);CHR\$(81);CHR\$(40). Then I ENTERed LIST "PIO" and Voila! My printout was exactly the same as the printout in the magazine. I could quickly check all the line endings to see if they matched. I had the program debugged within a half hour. It is even easier [for me] than using the number system some magazines use. People I've shared this with have felt the same way. It was basically a matter of looking through my printer manual and noticing the right margin code: 81. The rest is self explanatory. I've also used this for printing 28-column program LISTings for use in the newsletters and articles. Whatever the width use you need, this will print it out perfectly for you.

2

There is a game program coming out for our TI called LEGENDS... It is reminiscent of the Electronic Arts programs done for 128K and up machines. It is a graphics (mostly) game of such complexity, I didn't think it was possible for our 48Ker.

Donn Granros, the same artist/programmer who did OLD DARK CAVES is co-author of this.

I had a chance to beta-test an earlier version. I can't imagine what the complete version is like.

Something we game freaks can look forward to.

Also can look forward to Peter Hoddie finally getting out FONTHRITER II. Peter's been so out straight with PRESCAN II, XB BUG, MYWORD operations system for the GENEVE, his business with Corson, the traveling and writing he does, that II has been on the backburner. In the most recent LA Topics he says he should be finished within a few weeks.

I held off reviewing #I because Peter said in January that it "will be out in February" and in April that it "will be finished by Wednesday," but I imagine that he spread himself a little thin with all his TI stuff going (and does he REALLY go to school, too?).

If #II is even slightly better than #I it will be an excellent program, but from what Peter told me it will be considerably better than the excellent original. This I've got to see!

I'll be doing reviews for MUNCH and IMPACT-99 on many of Peter's and Genial's products within the next few months.

COMING ATTRACTIONS

At our July 21st meeting Bruce will (by popular request) repeat his console cleaning workshop. This will be at 8:30 after the business meeting. At the same time a keyboard will be replaced to show the ease of same. Bruce has done this demonstration many times in many different places, but it is really worthwhile knowing. By being able to extend the life of your console, you'll be able to do lots of smooth-sailin' computing along the way.

Jack will do some goodies for tape and disk at 7.

The raffle this time will include a box of tapes from Don Mason and a choice of super cartridges. You must be present to win.

AND NOW THE BAD NEWS - After the August meeting we will no longer be able to meet in our present location. Bruce is trying hard to find us another centrally-located meeting place (particularly one that is free or inexpensive to us non-profiters), so please come to the next meeting and give us some input. We need you.

If you know of a place, HELP!

MORE FROM DRACULA

Henry Hein, Editor of *T.I. QINGS* from NewJugNorth of Dumont, N.J., recently sent me one of the group's newsletters (which had a very nice review of *FUNLPLUS!* - thanks, Henry). It contained lots of other useful bits of information from all around. Some of what follows was gleaned from that issue.

Anne Dhein (outside Massachusetts she is the expert on TI WRITER [see last month's M.U.N.C.H. Newsletter]) has done it again. In an article in the Chicago *US TIMES* she continues to write about TI Writer Graphics. She has written an XB program that converts *TI ARTIST* instances into TIW files. Thus, you will be able to print graphics through your *FUNNELWEB* or whatever TIW version you use. If it's as readily convertible as it sounds and comes out in DVBO format, this just might be the ultimate graphics/text program for the 99. Henry enthusiastically exclaimed, "WOW! What's next!? I'm sure this was an unheard of or unthought of item by TI's original designers! Did you ever think it was possible? Now who needs a graphics program?"

[Ed. We'll get this to the membership as soon as we can get it.]

Speaking of graphics, there are literally hundreds (maybe thousands) of RLE pics now converted to *TI ARTIST* instances for screen viewing and printing on our wonder of a machine.

And speaking of our wonder of a machine, according to questions I've been asking this past year of some user groups to gather stats about the TI, some people paid as low as \$24.95 for the newer, white model during the orphaning. I thought that was a record at the time. The lowest I paid was \$39.95 for an unboxed "old black and silver model," as the salesman explained in a "who'd want that at any price?" tone of voice.

Now I've heard of some instances where stores gave them away as promotions for other things or gave them away if you bought six reduced-price modules (a la the speech synthesizer)! Next, I'm sure, someone will write to tell me that some promoters paid them to cart the 99s away.

And speaking of carts, a group of us users were talking about the cartridges and found amazing that more of them continue to come out so long after the orphaning: extended Extended BASIC, Supercarts, games galore, word processors, utilities of all kinds. Though we hoped the disk programs would continue (beyond our wildest dreams), we didn't imagine the module productions would continue in any way. Look at the latest Triple T catalogs (Tenex, Texomp, Triton) and just see what's available today in addition to moduleware: complete expansion systems - 9900 Expansion Box with Power Supply, 32K Memory, Double Sided/Double Density Disk Controller, RS232 interface for modems and printers, disk drive with case and power supply, latest Disk Manager with Improved Utilities, all cables and manuals - for \$379.95 (from Texcomp) is an example of the kinds of reasonably inexpensive upgrading

that can be done on our TI. Or the cost of upgrading to 512K ("impossible on the TI" not too long ago) now (in a single card) costs less than half a dozen modules cost just a couple years ago. There are 80 column cards and IBM (and the even better TI professional) keyboards and RAMdisks and hard drives and...

How far does your imagination extend? That's the limit of our computer.

A bug in Barry Traver's ARCHIVER program can be fixed by changing Line 635 to

```
KK=(Z-1)*(100*INT((KK-1)/50)+1)+2-Z
```

and to fix a DM1000 incompatibility between the CorComp and Myarc Doubledouble disk controllers, change byte 216 of the MGR1 (version 3.5) from (in HEX) 10 00 02 D0 00 5A. The first pair change to read 12. Rewrite the sector and you're fixed. (Please be certain you have a working backup first.)

The FRACTAL EXPLORER disk may be obtained by sending \$10 and a postpaid mailer with an SSSD disk to Steve Langguth, 2956 South Barnes, Springfield MO 65804. This program lets the user create "mathematical coastlines" - multicolor fractal images on a color monitor or TV. Disk drive, E/A, and 32K required. The user can create and observe these images, then zoom in and repeatedly magnify areas almost infinitely. Besides the aesthetic beauty and the ability to save and/or print out these images (computer-generated art), the computing and mathematical pleasures and creative problem-solving techniques employed make this one of the most unusual programs ever adapted for the TI. Other computers (such as the Amiga) have similar "real world" geometric fractals.

FUNNELWEB LOAD MENUS - You don't have to go through the whole inch-by-inch process of recreating your FUNNELWEB menus each time a new version comes out.

Just OLD DSKn.LOAD your old LOAD menu and SAVE DSKn.LOAD over the latest version. (Always make your backup of the newest version first, of course.)

That way, if you've created the "perfect menu", this excellent environment can continue to operate in each enhanced state of FUNNELWEB.

CRAIG MILLER - There seems to be much legitimate concern over Craig's leaving the TI community. Though I've never met Craig, I'd like to state a few things about him.

First, he is and to my knowledge always has been a reputable businessman. He has undoubtedly been a very positive force in the technical improvements of the TI. The effects of his efforts will continue for years. However, I have seen but do not own his IBM clone for the TI. Nor will I ever own it. My complaint is mainly that it is expensive for what you get and that the buyer is still stuck with the lousy TI keyboard with even MORE

configurations to perform tasks. That, alone, would make it a bad clone in my mind. And regarding **SMART PROGRAMMER**: Richard Mitchell is a technical whiz and he did an excellent job with **SUPER 99 MONTHLY**. I'm hearing rumors that with Craig going the magazine will change to a format (more like **SUPER**) that will provide material for more TI users. That's good news.

CATALOGS - These are the addresses to order the catalogs from the largest three distributors of TI items in America.

TRITON Products Company, P.O. Box 8123, San Francisco, CA 94128. TENEX Computer Express, P.O. Box 6578, South Bend, IN 46660. TEXCOMP, P.O. Box 33064, Granada Hills, CA 91344. (I would have also included **PILGRIM'S PRIDE**, but I never received a catalog after I paid my \$3 last fall, though I received a notice or two that I would get one. No hope. Last notice of coming

catalog now 5 months ago.)

MICROpendium is still the best buy that a TI owner can get. It is the only magazine devoted entirely to the 99. It is worth ten times the \$17 annual subscription rate (\$22.25 if you want first-class mailing). This 48-page monthly continues to keep us updated with commercial, fairware, and public domain software, firmware, textware, and hardware. It is the main source of whatever is going on today in the TI world. I personally can't imagine being a TI owner and not having this helpful and fascinating friend coming into my home each month. That would be like owning a superb pair of skis and trying them on each day for fit and fancy but never going outside after the snow has fallen.



Tuesday, July 21st -
UMASS MED CENTER -
NEXT MEETING!

MSP 99 NEWSLETTER

CIN-DAY NEWS
Cincinnati, OH 10/86

I found a few interesting items under "Rick's Collections" by Rick Kellogg. He claims to have borrowed a few and created the others. He has defined a few special screen characters which I've included here for your reference. They seem to be worthwhile "Tricks of the Trade".

SLASHED ZERO -----
CALL CHAR(48,"0038444C5464443B")

RIGHT ARROW -----
CALL CHAR(?, "000804027F020408")

LEFT ARROW -----
CALL CHAR(?, "00102040FE402010")

UP ARROW -----
CALL CHAR(?, "001C2A4908080800")

DOWN ARROW -----
CALL CHAR(?, "00080808492A1C08")

SOLID LINE -----
CALL CHAR(?, "00FF")

COPYRIGHT SYMBOL ---
CALL CHAR(?, "003E415D515D413E")

PI SYMBOL -----
CALL CHAR(?, "0000FE2828282828")

CENT SIGN -----
CALL CHAR(?, "00083C4848483C08")

CHECK MARK -----
CALL CHAR(?, "002020404482B10")

PROMPT 'BEEP' -----
CALL SOUND(150,1390,2)

PROMPT 'HONK' -----
CALL SOUND(70,218,1)

He also included a few conversions from Microsoft Basic to TI Basic.

```
DEF LEFT*(X*,Y)=SEG*(X*,1,Y)
( THE NEXT ONE IS NOT NEEDED )
DEF MID*(X*,Y,Z)=SEG*(X*,Y,Z)
DEF RIGHT*(X*,Y) =
SEG*(X*,LEN(X*)-Y+1,Y)
```

From yet another John (Wilforth), comes a series of goodies for the orphan. John wants to know what the interest level is in (a) 32K memory kit (\$35-40). 156K RAM disk in your console. (b) 16K Mini-Memory that would dump most non-GROM modules. (c) Internal speech for less than \$35. (d) RS232 and disk controllers that fit inside the console.

Some of these items are in prototype and have been demonstrated. If you want to encourage John to produce these kits, please send a SASE to:

John Wilforth
RD #1, Box 73A
Jeannette, PA 15644

It costs about \$500 for an order of 100 boards so he needs a show of interest from at least 100 to 200 people. Your vote for these projects will only cost you 22 cents. Let John know of your interest.

THE THEORY OF DARK SUCKERS

by Paul Holgren
Condensed by Rick Alston

(Reprinted from MADHUG Newsletter, Sept. 1986)

For years it was believed that light was emitted from an electric bulb, recent information has proven otherwise - dark is sucked into the bulb therefore, the bulb is a dark sucker. This theory also proves dark is heavier than light, and dark is faster than light. A few examples follow.

ELECTRIC BULBS: There is less dark near an electric bulb than at a distance of 100 feet when it is operating, therefore, it is sucking dark. The larger the electric bulb the more dark it is able to suck, this is easily proven. Also note that when an electric bulb becomes full of dark it ceases to suck dark

and is itself dark, indicating it is full of dark. This phenomena can also be observed in fluorescent bulbs, the end of these bulbs indicate when they are becoming full of dark.

CANDLES: These are primitive dark suckers, the center core is a dark sucker protected by a soft insulator to extend its life expectancy and maintain rigidity. Proof of its dark sucking ability is relatively simple. Examine a new, unused candle. Notice that the center core is not dark. Ignite the center core and allow it to burn for 5 minutes. Notice the lack of dark around the candle! Now extinguish the candle and observe the center core. It is now dark, proving the candle has sucked dark. Moving a pencil through the flame further illustrates the dark sucking capacity of the candle. When this is done, the pencil blocks the flow of dark and dark is deposited on the pencil.

DARK IS HEAVIER THAN LIGHT: Dark always settles to the bottom of lakes and rivers. This can be proven by descending into a lake or river, the deeper you go the more dark there is! This phenomena can be observed when looking into deep holes where dark has fallen, proving dark is heavier than light.

DARK IS FASTER THAN LIGHT: If you were to open a drawer very slowly, you would notice light going into the drawer. (You can see this happen.) You cannot see the dark leave the drawer. Go into a closet, close the door and turn off the dark sucker. Now have a friend open the door about 1 inch, neither you or your friend will see any dark leave the closet. Now open the door until the closet is half dark. Since 2 objects cannot occupy the same space at the same time, you will not feel any change in pressure by compressing the dark. So it is logical to assume that dark is faster than light.

SUPER PRINTN PROGRAM

```

100 !**PRINTSTRIP** BY MICHA
EL A. MACHONIS, SEVERNA PARK,
MARYLAND
110 !MODIFIED BY GARY JONES,
HUNTER VALLEY 99'ERS, NEWCAST
LE, NSW
120 !DELETE LINE #510 IF YOU
R PRINTER DOES NOT SUPPORT S
UPER-SCRIPT
130 !IF YOUR PRINTER IS 137
COLUMN IN COMPRESSED MODE,
140 !CHANGE LINE #230 - Q(1)
=137
150 ! ! #800 - DATA
11,11,13,11,12,12,11,12,12,
11,11
160 CALL CLEAR
170 CALL CHAR(100,RPT$( "0",1
2) & "FFFF")
180 CALL CHAR(104,"FFFF")
190 CALL CHAR(101,RPT$( "03",
8) )
200 CALL CHAR(102,RPT$( "30",
8) )
210 DISPLAY AT(9,1):RPT$( "d",
28) : " e PRINT-A-STRIP"
e : RPT$( "h",28) : RPT$( "d
",28) : " eBY fMICK MACHONIS
e : RPT$( "h",28)
220 DISPLAY AT(24,3) : "PRESS
ANY KEY TO CONTINUE" : CALL
KEY(O,K,S) : IF S=0 THEN ZZ
0
230 CALL CHARSET
240 DIM A(11),A$(2,11),B$(2,
11),E$(13),G$(99)
250 P$(2)=CHR$(27)&"@"&CHR$(
27)&"E"&CHR$(27)&"G"&CHR$(27
)&"-1" : G(1)=142 : W$(2)=R
PT$( "#",6)
260 P$(1)=CHR$(27)&"@"&CHR$(
15)&CHR$(27)&"G"&CHR$(27)&"-
1" : G(1)=142 : W$(1)=RPT$(
"#",11)
270 OPEN #1:"PID.CR"
280 K=0 : C$="UPPER" : R$=
""
290 DISPLAY AT(12,1)ERASE AL
L:"1" INPUT FROM KEYBOARD :
: "2" INPUT FROM DISK : "YOU
R CHOICE ? 2" : ACCEPT AT(1
6,15)BEEP SIZE(-1)VALIDATE("
12") : IN : IF IN=1 THEN 320
300 GOSUB 700
310 OPEN #3:"DSK1."&F$ : IN
PUT #3:P : FOR I=1 TO 2 :
FOR J=1 TO 11 : LINPUT #3:A
$(I,J) : NEXT J : NEXT I :
CLOSE #3 : GOTO 930
320 DISPLAY AT(12,1)ERASE AL
L:"1" COMPRESSED PRINT : "2
" NORMAL PRINT : "YOUR CHOI
CE ? 1" : ACCEPT AT(16,15)B
EEP SIZE(-1)VALIDATE("12") : P
330 IF P=1 THEN RESTORE 880
ELSE RESTORE 890
340 FOR I=1 TO 11 : READ A(
I) : NEXT I
350 K=K+1
360 DISPLAY AT(1,8)ERASE ALL
: INPUT "C&R" ROW"
370 FOR I=2 TO 18 STEP 2 :
DISPLAY AT(I+1,1) : "OVER KEY"
I/2 : NEXT I : DISPLAY AT
(21,1) : "OVER KEY 0" : "OVER
KEY ="
380 IF R$( "1" THEN 400
390 FOR I=2 TO 22 STEP 2 :
J=I/2 : DISPLAY AT(I+1,12) :
A$(K,J) : NEXT I : GOTO 410
400 FOR I=2 TO 22 STEP 2 :
J=I/2 : ACCEPT AT(I+1,12)BEE
P SIZE(A(I):A$(K,J) : NEXT
I
410 DISPLAY AT(24,1) : "ANY C
HANGES ? N" : ACCEPT AT(24,
15)SIZE(-1)VALIDATE("YN") :
CG$ : IF CG$="Y" OR CG$="y"
THEN 840
420 DISPLAY AT(24,7) : "ANY CH
ANGES ? Y/N" : CALL KEY(O,K
K,S)
430 IF S=0 THEN 920 ELSE IF
KK<>78 AND KK>89 THEN 420 E
LSE IF KK=89 THEN 910
440 IF K=1 THEN C$="LOWER" :
: GOTO 350
450 DISPLAY AT(12,1)ERASE AL
L:"HOW MANY STRIPS ? 1" : A
CCEPT AT(12,19)BEEP SIZE(-4)
VALIDATE(DIGIT):S
460 IF P=1 THEN RESTORE 880
ELSE RESTORE 890
470 FOR I=1 TO 11 : READ A(
I) : E$(A(I))=" "&RPT$( "#",A
(I) : NEXT I
480 PRINT #1:P$(P)
490 FOR C=1 TO S
500 PRINT #1:RPT$( " ",G(P) ) :
CHR$(13):CHR$(10)
510 K=1

```

```

310 OPEN #3:"DSK1."&F$ : IN
PUT #3:P : FOR I=1 TO 2 :
FOR J=1 TO 11 : LINPUT #3:A
$(I,J) : NEXT J : NEXT I :
CLOSE #3 : GOTO 930
320 DISPLAY AT(12,1)ERASE AL
L:"1" COMPRESSED PRINT : "2
" NORMAL PRINT : "YOUR CHOI
CE ? 1" : ACCEPT AT(16,15)B
EEP SIZE(-1)VALIDATE("12") : P
330 IF P=1 THEN RESTORE 880
ELSE RESTORE 890
340 FOR I=1 TO 11 : READ A(
I) : NEXT I
350 K=K+1
360 DISPLAY AT(1,8)ERASE ALL
: INPUT "C&R" ROW"
370 FOR I=2 TO 18 STEP 2 :
DISPLAY AT(I+1,1) : "OVER KEY"
I/2 : NEXT I : DISPLAY AT
(21,1) : "OVER KEY 0" : "OVER
KEY ="
380 IF R$( "1" THEN 400
390 FOR I=2 TO 22 STEP 2 :
J=I/2 : DISPLAY AT(I+1,12) :
A$(K,J) : NEXT I : GOTO 410
400 FOR I=2 TO 22 STEP 2 :
J=I/2 : ACCEPT AT(I+1,12)BEE
P SIZE(A(I):A$(K,J) : NEXT
I
410 DISPLAY AT(24,1) : "ANY C
HANGES ? N" : ACCEPT AT(24,
15)SIZE(-1)VALIDATE("YN") :
CG$ : IF CG$="Y" OR CG$="y"
THEN 840
420 DISPLAY AT(24,7) : "ANY CH
ANGES ? Y/N" : CALL KEY(O,K
K,S)
430 IF S=0 THEN 920 ELSE IF
KK<>78 AND KK>89 THEN 420 E
LSE IF KK=89 THEN 910
440 IF K=1 THEN C$="LOWER" :
: GOTO 350
450 DISPLAY AT(12,1)ERASE AL
L:"HOW MANY STRIPS ? 1" : A
CCEPT AT(12,19)BEEP SIZE(-4)
VALIDATE(DIGIT):S
460 IF P=1 THEN RESTORE 880
ELSE RESTORE 890
470 FOR I=1 TO 11 : READ A(
I) : E$(A(I))=" "&RPT$( "#",A
(I) : NEXT I
480 PRINT #1:P$(P)
490 FOR C=1 TO S
500 PRINT #1:RPT$( " ",G(P) ) :
CHR$(13):CHR$(10)
510 K=1

```

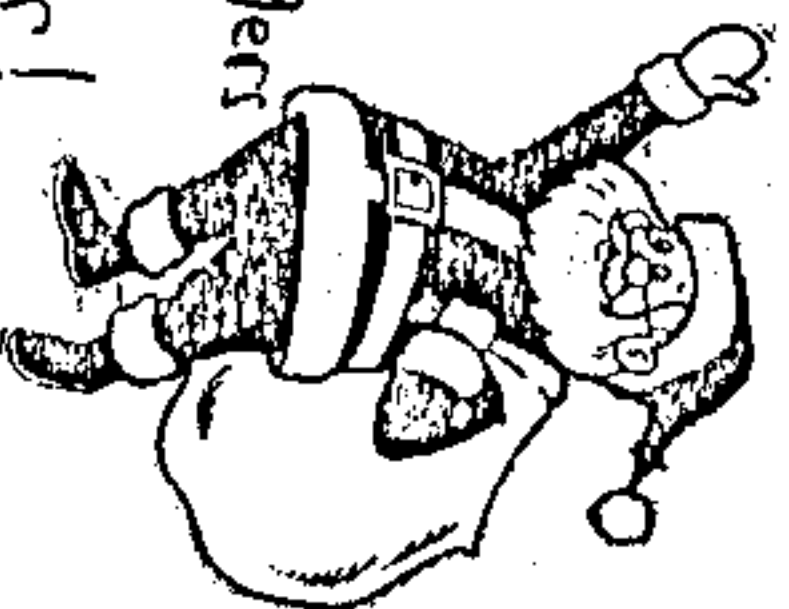
```

520 FOR I=1 TO 11
530 IF LEN(A$(K,I))<A(I) THEN
B$(K,I)=RPT$( " ",A(I)-LEN(
A$(K,I)))/2 & A$(K,I) ELSE B$(
K,I)=A$(K,I)
540 IF I<>1 THEN 550 ELSE PR
INT #1,USING W$(P):B$(K,I) :
: GOTO 560
550 PRINT #1,USING E$(A(I)) :
B$(K,I) :
560 NEXT I
570 PRINT #1:CHR$(13)&CHR$(1
0)
580 K=K+1 : IF K=2 THEN 520
590 PRINT #1:CHR$(27)&"-0" : C
HR$(27)&"J"&CHR$(1):CHR$(27)
&"S0" : RPT$( " ",Q(P) ) : CHR$(27
)&"T" : CHR$(27)&"-1"
600 PRINT #1:RPT$(CHR$(10),2
)
610 NEXT C
620 PRINT #1:CHR$(27)&"@"
630 IF IN=2 AND R$( "2" THEN
680
640 DISPLAY AT(12,1)ERASE AL
L:"SAVE TO DISK ? Y/N"
650 CALL KEY(O,K,S) : IF S=0
THEN 650 ELSE IF K=89 OR K=
121 THEN 660 ELSE 680
660 DISPLAY AT(12,1)ERASE AL
L:"ENTER FILE NAME" : "DSK
1." : ACCEPT AT(15,6)BEEP S
IZE(9) : F$ : F$="DSK1."&F$&"
"
670 OPEN #2:F$ : PRINT #2:P
: FOR I=1 TO 2 : FOR J=1
TO 11 : PRINT #2:A$(I,J) :
NEXT J : NEXT I : CLOSE #2
680 DISPLAY AT(12,1)ERASE AL
L:"QUIT PROGRAM ? Y/N" : "YO
UR CHOICE ? N" : ACCEPT AT(
14,15)SIZE(-1)BEEP VALIDATE(
"YN") : Y$
690 IF Y$="N" OR Y$="n" THEN
280 ELSE 900
700 OPEN #4:"DSK1.",INPUT ,R
ELATIVE,INTERNAL
710 FOR L=1 TO 127
720 INPUT #4:FNS : IF FNS="
" THEN 750
730 IF SEG$(FNS,LEN(FNS),1)=
"#" THEN F=F+1 : G$(F)=FNS
740 NEXT L
750 CLOSE #4
760 CALL CLEAR
770 FOR M=1 TO F
780 DISPLAY AT(2*2+M,N) : USIN
G #4> #####*M,SEG$(G$(
M),1,LEN(G$(M))-1)
790 Z=Z+1 : IF Z=11 THEN Z=
0 : CK=CK+1
800 IF CK/2=INT(CK/2) THEN N=
1 ELSE N=16
810 IF M/22=INT(M/22) THEN 82
0 ELSE 840
820 DISPLAY AT(24,1) : "DISPLA
Y MORE FILES ? Y/N" : CALL
KEY(O,K,S) : IF S=0 THEN 820
830 IF K=89 OR K=121 THEN CA
LL CLEAR ELSE 850
840 NEXT M
850 DISPLAY AT(24,1) : "YOUR C
HOICE ? 1" : ACCEPT AT(24,1
5)BEEP SIZE(-2)VALIDATE(DIGI
T) : CH : IF CH<1 OR CH>F THE
N 850
860 F$=G$(CH) : F,CK,Z,N=0
870 RETURN
880 DATA 11,12,12,12,13,12,1
2,13,12,12,11
890 DATA 6,6,7,6,6,7,7,6
,6
900 END
910 CALL HCHAR(24,1,32,28) :
FOR I=2 TO 22 STEP 2 : J=I
/2 : ACCEPT AT(I+1,12)BEEP
SIZE(A(I):A$(K,J) : NEXT I
: GOTO 410
920 FOR DL=1 TO 140 : NEXT
DL : CALL HCHAR(24,1,32,28)
: GOTO 420
930 DISPLAY AT(12,1)ERASE AL
L:"1" REVIEW STRIP : "2" PR
INT STRIP 2" : ACCEPT AT(14
,16)SIZE(-1)VALIDATE("12") : R
$
940 IF R$( "1" THEN 330 ELSE
450

```

From the Christmas issue of the Hunter Valley (Newcastle, Australia) 99ers

Right now they're in mid-winter!



This article appeared in many newsletters including MICROpendium. It was written by Louis Guion of the NET 99er HCUUG.

SLOWING DOWN DM1000

by Brian McFeeters

All versions of DM1000 (including the latest 3.5) suffer from having to fast of keyboard input. If you are not quick enough in removing your finger, the key will be repeated several times. Now there is a way to change the speed of keyboard input.

The change will require the use of a sector editor such as DISK0, DISK+AID or ADVANCED DIAGNOSTICS. First, you need to copy MGR1 (or MGR3 if using the version on FUNLWRITER 3.3) to a newly initialized disk. Then load your sector editor and either go to sector >36 or search for the following hex string: 06 03 16 F9 03 00 00 00 FF 00 C0 1D. The important bytes are >42 and >43 which are 00 and A0. These are the bytes that control the speed of the repeat. Hex 00 A0 equals 160 in decimal. The range of acceptable values is 160 to 2000 (decimal) or hex values 00A0 AND 07D0. I used 03 E8 (1000 decimal) which seems to work for me.

After making the changes to the correct bytes, save the sector back to disk. Then copy the modified MGR1 (or MGR3) to your working copy. You may want to try several speeds to suit your needs. I have tried this changes on versions 2.2, 3.1 and 3.5 and they all work.

Below is a printout of sector >36 from version 3.1. The circled values are the ones that need changing.

```

M & T UTILITYWARE ***** DISK + AID ***** PRINT SECTOR
STARTING SECTOR:0036      ENDING SECTOR:0036      CURRENT SECTOR:0036
ADR- 1 2 3 4 5 6 7 8 9 A B C 1 2 3 4 5 6 7 8 9 A B C
00- D8 20 00 01 8C 02 02 61 00 00 08 01  -  -  -  -  -  -  -  -  -  -  -  -
0C- 8C 02 03 00 02 01 40 00 10 01 04 C1  -  -  -  -  -  -  -  -  -  -  -  -
18- C0 9D 08 20 83 85 02 E0 01 D8 02  -  -  -  -  -  -  -  -  -  -  -  -
24- 8C 02 C8 6D 00 02 C0 AD 00 04 04 5B  -  -  -  -  -  -  -  -  -  -  -  -
30- C0 FE C0 3E C0 7E C0 BE 04 20 B3 B4  -  -  -  -  -  -  -  -  -  -  -  -
3C- 06 03 16 F9 03 00 00 00 FF 00 C0 1D  -  -  -  -  -  -  -  -  -  -  -  -
48- D8 6D 00 02 04 20 B3 B8 09 91 D8 60  -  -  -  -  -  -  -  -  -  -  -  -
54- A1 3F 04 28 B3 B0 04 CA 04 C2 C0 E0  -  -  -  -  -  -  -  -  -  -  -  -
60- A0 FE 04 28 CD 96 D1 20 83 7C 21 20  -  -  -  -  -  -  -  -  -  -  -  -
6C- A0 F2 13 15 98 20 83 75 B4 3E 13 04  -  -  -  -  -  -  -  -  -  -  -  -
78- 05 04 82 A0 B4 3C 13 0D 06 03 16 EF  -  -  -  -  -  -  -  -  -  -  -  -
84- 06 02 13 05 06 C1 04 20 B3 B0 05 C2  -  -  -  -  -  -  -  -  -  -  -  -
90- 18 E6 06 C1 04 20 B3 B0 10 E1 D0 6D  -  -  -  -  -  -  -  -  -  -  -  -
9C- 00 02 06 C1 D0 60 83 75 98 01 A1 43  -  -  -  -  -  -  -  -  -  -  -  -
A8- 18 08 98 01 A1 42 11 0A 04 20 B3 B0  -  -  -  -  -  -  -  -  -  -  -  -
B4- D8 41 00 02 03 00 06 C1 04 20 B3 B0  -  -  -  -  -  -  -  -  -  -  -  -
C0- 06 C1 10 F8 C8 20 A8 D0 A0 D0 16 0A  -  -  -  -  -  -  -  -  -  -  -  -
CC- 02 03 B4 E8 C8 03 A1 18 C0 01 09 72  -  -  -  -  -  -  -  -  -  -  -  -
D8- 06 42 C0 A2 A1 00 04 52 02 03 B4 B4  -  -  -  -  -  -  -  -  -  -  -  -
E4- C8 03 A1 18 04 E8 A8 D0 10 F3 06 C1  -  -  -  -  -  -  -  -  -  -  -  -
F0- 04 20 B3 B0 10 DF 85 B8 B5 B8 B5 E8  -  -  -  -  -  -  -  -  -  -  -  -
FC- B5 F8 A4 40  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -

```

GINDRILL

The following program was written by Gary Cox of the Mid-South Users Group. It is a good sprite demo requiring the use of Extended Basic.

```

100 : BOUNCING DANCING SPRITES
110 : BY GARY COX (NOV86)
120 :
130 :Mid-South T199/44 Users Group
140 : Memphis, Tennessee
150 :
160 CALL CLEAR :: RANDOMIZE :: J=16 :: CALL SCREEN(2) :: CALL CHAR(33,"00000000
00FF00")
170 CALL CHARPAT(73,A$) :: CALL CHARPAT(47,B$) :: CALL CHARPAT(45,C$)
180 FOR I=1 TO 28 :: CALL SPRITE(0,46,16,50,130,12,0) :: FOR K=1 TO 30 :: NE
K :: NEXT I
190 FOR I=1 TO 28 :: CALL MOTION(0,4,0) :: NEXT I
200 FOR I=1 TO 16 :: CALL COLOR(0,1,1) :: NEXT I
210 FOR I=12 TO 1 STEP -1 :: J=J+1 :: CALL COLOR(0,J,1) :: NEXT I
230 CALL COLOR(1,7,2) :: CALL HCHAR(19,16,33,3)
240 FOR I=1 TO 28 :: A=INT(RND) :: CALL MOTION(0,1,-A,INT(RND)) :: CALL SOUND(10
(A+10)*8,2,300,2,1000,2) :: NEXT I
250 FOR I=1 TO 26
260 CALL CHAR(46,A$) :: CALL CHAR(46,B$) :: CALL CHAR(46,C$) :: CALL CHAR(46,B$)
270 CALL DELSPRITE(0,1) :: CALL SOUND(100,-7,2)
280 NEXT I

```

HANDY TI TIPS

The following tips were collected by Rick Kallio and appeared in the OCT86 newsletter of the CINDAY Users Group.

```

PROMPT 'BEEP'          CALL SOUND(150,1390,2)
PROMPT 'HONK'         CALL SOUND(70,218,1)

```

SPECIAL SCREEN CHARACTER CODES:

- | | | |
|------------------|-----------------------------------|---|
| Slashed Zero | CALL CHAR(48,"0038444C54644438") | 0 |
| Right Arrow | CALL CHAR(??,"000804027F020408") | → |
| Left Arrow | CALL CHAR(??,"0102040FE482019") | ← |
| Up Arrow | CALL CHAR(??,"081C2A4980808080") | ↑ |
| Down Arrow | CALL CHAR(??,"008080808492A1C08") | ↓ |
| Solid Line | CALL CHAR(48,"00FF") | — |
| Copyright Symbol | CALL CHAR(??,"003E415D515D413E") | © |
| PI Symbol | CALL CHAR(??,"0008FE28282828") | π |
| Cent Mark | CALL CHAR(??,"00083C4848483C08") | ¢ |
| Check Mark | CALL CHAR(??,"0002020404482810") | ✓ |

Note: For the above CALL CHAR's with ?? instead of a character number, you can add any number you are not using in your program.

Also, on some printers you can set the slashed zero as the default. On the Printer, dip switch SW2-1 should be closed for a slashed zero. Check your printer manual to see if you have that option.

Here's a good program for you beginner BASIC programmers to look at. It is a computer learning simulation adapted to work for the TI by Arthur Dubreau.

```

100 A1$=RPT$(",",28)
110 DISPLAY AT(8,7)ERASE ALL:"GUESS THE ANIMAL" ::
    DISPLAY AT(9,6):"-----"
120 DISPLAY AT(10,1):"CREATIVE COMPUTING MORRISTOWN, N.J."
130 DISPLAY AT(13,1):A1$
140 DISPLAY AT(14,1):"EDITED FOR TI 99/4A COMPUTER" by
    ARTHUR DUBREAU
150 DISPLAY AT(17,1):A1$
160 DISPLAY AT(22,1):"PLEASE PRESS ENTER" :: ACCEPT AT(22,19):Y$
170 DISPLAY AT(16,1)ERASE ALL:"THINK OF AN ANIMAL AND THE COMPUTER WILL TRY
    TO GUESS IT."
180 FOR D=1 TO 1000 :: NEXT D
190 DIM A$(200)
200 FOR I=0 TO 3
210 READ A$(I)
220 NEXT I
230 N=VAL(A$(0))
240 REM
250 DISPLAY AT(16,1)ERASE ALL:"ARE YOU THINKING OF AN ANIMAL?
    (Y/N/LIST(ANIMALS I KNOW))" :: ACCEPT AT(18,8)BEEP:A1$
260 IF A1$="LIST" THEN 710
270 IF SEG$(A1$,1,1)<>"Y" THEN 830
280 K=1
290 GOSUB 510
300 IF LEN(A$(K))=0 THEN 830
310 IF SEG$(A$(K),1,2)="" THEN 290
320 DISPLAY AT(16,1)ERASE ALL:"IS IT A(N) ";SEG$(A$(K),LEN(A$(K))+1-LEN(A$(K))
    +2,LEN(A$(K)));
330 ACCEPT AT(17,1)BEEP:A1$
340 IF A1$="Y" THEN DISPLAY AT(16,1)ERASE ALL:"WHY NOT TRY ANOTHER ANIMAL
    Y/N?" :: ACCEPT AT(17,6)VALIDATE("Y/N")BEEP:D$ :: IF D$="N" THEN 830 ELSE
    240
350 DISPLAY AT(16,1)ERASE ALL:"THE ANIMAL YOU WERE THINKING OF WAS A(N) " ::
    ACCEPT AT(18,1)BEEP:V$
360 DISPLAY AT(16,1)ERASE ALL:"PLEASE TYPE IN A QUESTION THAT WOULD
    DISTINGUIS HA(N)"
370 DISPLAY AT(18,1):V$: FROM A(N) ";SEG$(A$(K),LEN(A$(K))+1-LEN(A$(K))+2,
    LEN(A$(K)))
380 ACCEPT AT(21,1)BEEP:X$
390 A1$="Y"
400 DISPLAY AT(16,1)ERASE ALL:"FOR A(N) ";V$: THE ANSWER WOULD BE ";A1$
410 FOR D=1 TO 1000 :: NEXT D
420 A1$=SEG$(A1$,1,1):: IF A1$<>"Y" AND A1$<>"N" THEN 400


```

```

440 IF A1$="N" THEN B$="Y"
450 Z1=VAL(A$(0))
460 A$(0)=STR$(Z1+2)
470 A$(Z1)=A$(K)
480 A$(Z1+1)="A"LV$
490 A$(K)="B"R"X"X$ &"A1$&STR$(Z1+1)&" &"B$&STR$(Z1)&"
500 GOTO 240
510 REM
520 Q$=A$(K)
530 FOR Z=3 TO LEN(Q$)
540 IF SEG$(Q$,Z,1)<>"?" THEN PRINT SEG$(Q$,Z,1);
550 NEXT Z
560 INPUT C$
570 C$=SEG$(C$,1,1)
580 IF C$<>"Y" AND C$<>"N" THEN 530
590 T$="?"&C$
600 FOR X=3 TO LEN(Q$)-1
610 IF SEG$(Q$,X,2)=T$ THEN 640
620 NEXT X
630 STOP
640 FOR Y=X+1 TO LEN(Q$)
650 IF SEG$(Q$,Y,1)="" THEN 680
660 NEXT Y
670 STOP
680 K=VAL(SEG$(Q$,X+2,Y-X-2))
690 RETURN
700 DATA "4", "BODIES IT SWIM &Y2 &N3", "BAFISH", "BABIRD"
710 DISPLAY AT(22,1)ERASE ALL:"ANIMALS I ALREADY KNOW ARE:"
720 X=0
730 FOR I=1 TO 200
740 IF SEG$(A$(I),1,2)<>"A" THEN 800
750 PRINT TAB(2*X);
760 FOR Z=3 TO LEN(A$(I))
770 IF SEG$(A$(I),Z,1)<>"?" THEN PRINT SEG$(A$(I),Z,1);
780 NEXT Z
790 X=X+1 :: IF X>5 THEN X=0 :: PRINT
800 NEXT I
810 PRINT :: PRINT
820 GOTO 240
830 END

```

(From North Eastern 99ers)



 Reminder!

 Next meeting - July 21st

 at 7pm.

 Bring the family.

CALL LOADS

(From the Pittsburg users views)

THE COMPLETE LIST OF CALL LOADS

Address	Value(s)	Action if produces
8192	P	Instant 70 or 121 then call init
8194		If first free address in low memory
8196		Last free address in low memory
-28672	P	Vary keyboard response
-31572	0 to 255	Put in different values to change Beeps an Warnings
-31740	P,Q	Continuation of last sound(0 for sort,15 for loud)
-31744	0 to 15	Change cursor flashing rate
-31748	0 to 255	Blank out screen (press any key to activate)
-31788	160	No autoaprite or sound
	192	Normal operation
	224	Magnified aprtite
	225	Double size aprtite
	226	Magnified double size aprtite
	227	Multicolor mode (48 by 64 squares)
	232	Timer for call sound(counts from 255 to 0)
-31794	P	Return to title screen.(Call Peek(2,X,Y))
-31804	X,Y	Change cursor flashing rate. (0 to 255)
-31806	P	Normal operation
	0	Disable Quit key (Font+)
	16	Disable Sound
	32	Disable Sound and Quit Key
	48	Disable Automatic Sprite Motion
	64	Disable Sprites and Quit Key
	80	Disable Sprites and Sound
	96	Disable Sound, Sprites and Quit Key
	128	Double Random Numbers(0 to 255) need Randomize
-31808	P,Q	X-Basic to Basic need NEW
-31860	4	Auto run of DSX2.LOAD
-31866	P,Q	End of CPU address (P6+Q)
-31868	0	No run or list after break is used
	0,0	Turns off Memory Expansion
	255,231	Turns on the Memory Expansion
	3 to 30	Screen Column start with print statement
-31873	P	32 for sprite coincidence, 64 for 5 sprites on a line
-31877	P	Highest number spritle in motion
-31878	P	Timer for VDP interrupts every 1/60 sec.0 to 255
-31879	P	Random Number (0 to 99) need Randomize
-31880	P	Change Keyboard Mode Like Call KEY
-31884	0 to 5	Disable all Disk Drives Use NEW to Free Mem
-31888	53,255	Enable all Disk Drives Use NEW
-31931	55,215	Unprotect X-Basic programs
	0	Set On Warning Next Command
	2	Set On Warning Stop Command
	4	Set On Warning Next Command
	14	Set UNTRACE command
	15	Set UNTRACE and NUM commands
	16	Set TRACE command
	64	Set On Break Next command
-31952	128	Protect X-Basic program
-31962	P	If 55 then Memory Exp is on
-31974	32	Return to title screen
-32112	P,Q	Restart X-Basic
-32114	8	End of VDP stack Address (P6+Q)
	2	Searches disk for 77777
	13	Random Garbage
	119	Screen Goes Wild
	2	Produces Lines
	4	Random Characters on screen
		X-Basic to console basic

Address
-32187

Value

Action Taken

0	Unprotect X-Basic program
2	Set On Warning Next command
4	Set on WARNING STOP command
9	Set 0 line number
14	Set UNTRACE command
15	Set UNTRACE and NUM commands
16	Set TRACE command
64	Set On Break Next command
128	Protect X-Basic program
1	Change color and get breakpoint
127	Reset to title screen
128	Same as for -32187
0	Clears screen for an instant
0	Run DSX1.LOAD
32	Reset to Title screen
51	Reset to Title screen
149	Sets On Break goto LOCKS SYSTEM

The Following Require E/A or MM

784	P	Changes Background Color
-24574	8	Allows MinMem to use 24K for storage
-24574	8	Allows MinMem to use 24K for storage
-30945	0	White edges
-32272	0	Will put you in the text mode
-32766	0	Bit Map Mode
-32768	0	Graphics (normal mode)
-32280	0	Multi-Color Mode
-32352	107	Blanks screen until any key is pressed

If you find any more let me know
Have Fun



MUNCH OFFICERS AND NUMBERS (all in 617 area)

President Wm. Corson Wyman 839-4134
Vice President Hector Beaudreau
Secretary Al Cecchini
Treasurer Jim Cox 869-2704
Editor Jack Sughrue 476-7630
Adv Prog. Chair Dan Rogers 248-5502
Club Reviewer Jack Sughrue
Library Al Lisa Cecchini
Software Library Don Mason 754-6630
Hector Beaudreau
Mail Messages Wm. Corson Wyman
Storyteller Aloysius J. Leprechaun

LIBRARY NOTICE

PLEASE RETURN ANY ITEMS BORROWED FROM OUR LIBRARY. We are still missing a considerable number of books, tapes, disks, and so on belonging to YOUR CLUB. Do a little clearing around your computer area (or any places you'd be apt to set things aside. If you locate any library materials (or if you'd like to donate any you no longer use) please come with them to the next meeting. We don't care how long you've had them out.

There is no fine. But it would be fine if other members could have a chance to borrow these things.

ADVERTISING RATES:

Double Page (10.5" by 8") \$25.00 per insertion
Full Page (5" by 8") \$13.00 per insertion
Half Page (5" by 4") \$ 7.00 per insertion
Quarter Page (5" by 2" or
(2.5" by 4") \$ 5.00 per insertion
Classified (non-commercial) ads are FREE for MUNCH members.

....RAFFLE....

This month we will have EVEN MORE choices in our monthly RAFFLES: boxes of cassettes donated by Don Mason of Bailey's and lots of cartridges (like Centipede, TI Invaders, Parsec, Super Demon Attack and more) and cassettes (Sky Diver, Jotto, Division, Word World and more.) Remember: YOU MUST BE PRESENT TO WIN

JULY SALE

Your big chance to sell any used consoles, P/Boxes, cards, tape recorders, interface cables, ANYTHING related to your computer system. Also bring any original tapes, cartridges, disks, texts, or other soft/textware. Be prepared to buy a lot and sell a lot. Please come with prices marked on the items. Call Jack Sughrue to let him know what you will be selling.

NEWSLETTER

Become Immortal! We are looking for articles, cartoons, programs, lists, bubble-gum wrappers: in short, anything from the members which can be printed in our newsletter. Text items preferred on SSSD disk through TIW. Printed items also accepted. Share your interest or expertise with other members. Mail all items by the 4th Tuesday of each month to Jack Sughrue, Box 459, E. Douglas MA 01516. Disks will be returned at the next meeting.

NEWSALS + RENEWALS

NEWSALS are \$15/year plus a one-time \$10 initiation fee (which includes a choice of ANY club disk free); RENEWALS are \$15/year. Members have full use of disk/text libraries, free workshops + assistance, 12 full issues of M.U.N.C.H., voting privileges + more! Subscription alone is \$10/year. Mail check to address on cover.

NOTE ON TL

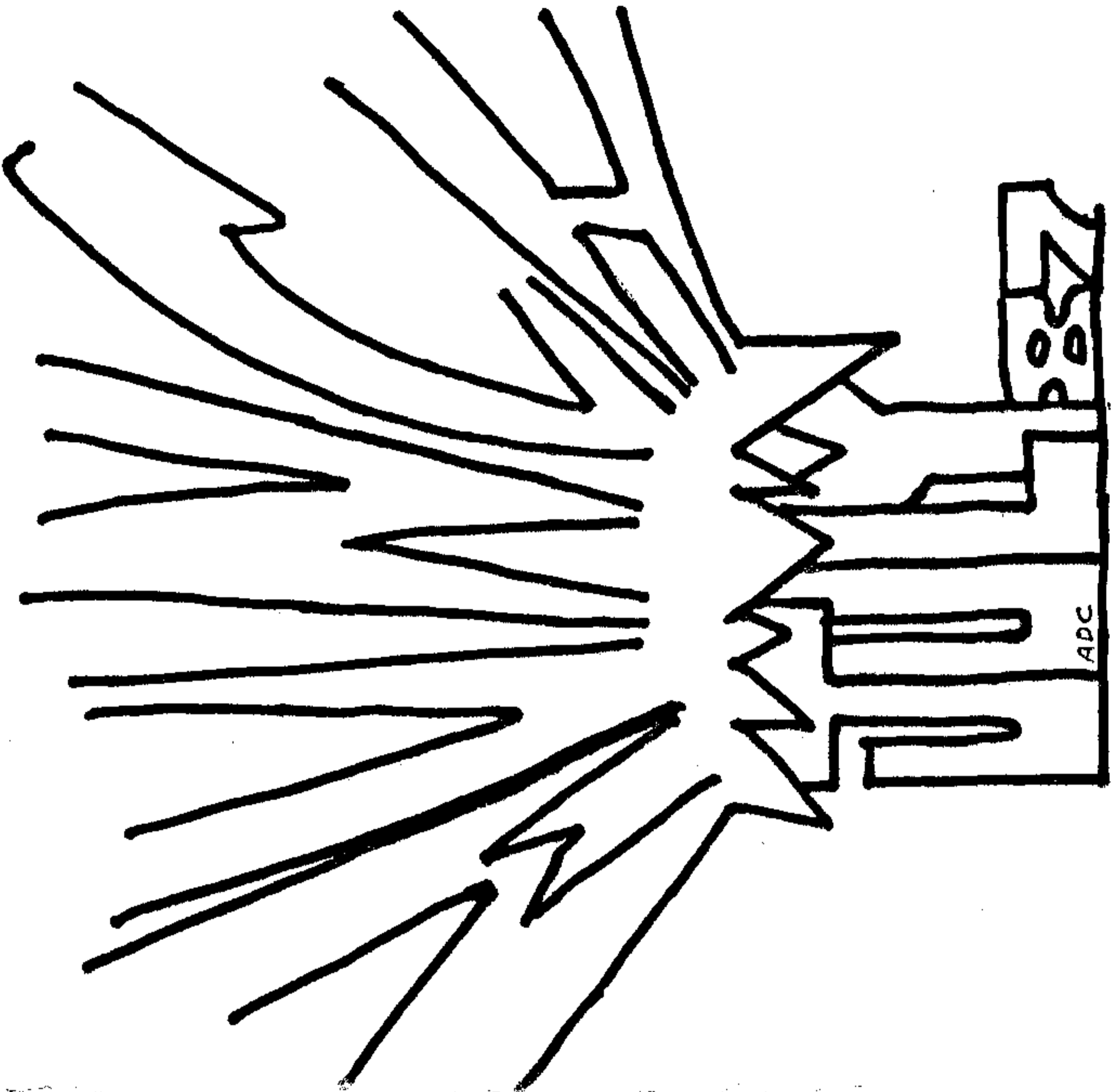
In last month's newsletter there was an article by Brad Kinne from BITS 'n BYTES entitled TI-WRITER TIPS. In the article Mr. Kinne mentions redefining keys. As I have been doing this for years, I merely reprinted the article because it is a very handy thing to know. However, in going through the article after publication, I discovered that the HELLO command (Page 3) did not work on my Gemini. If you have a Gemini (or, I assume, any Epson-compatible), I'd suggest the following (using the "end transmission block" key [#23] in the following way:

>.TL 23:72,69,76,76,79,33, which, when pressed as CTRL/U,SHIFT/W,CTRL/U will give you HELLO!) -- JS

* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *

Mass Users of the Ninety nine and Computer Hobbyists

JULY 1987 Monthly Newsletter Version 6.7



M.U.N.C.H.
P.O. Box 7193
560 LINCOLN STREET
WORCESTER, MA. 01605

FIRST CLASS

IMPORTANT NOTICE

JULY meeting will be on JULY 21st, 1987 (ENJOY!)
at University of Massachusetts Medical Center
(Come to the VISITORS entrance and follow the signs for MUNCH...)