

M.U.N.C.H. SUPER SUPPORTERS
by Bruce Willard

Some retail stores have, in the past, given us support by carrying TI-99/4A computers and compatible peripherals and given discounts to our members on equipment purchases. All these stores have now either closed or stopped carrying the TI compatible line.

As long as I have been a member of M.U.N.C.H. there have been two businesses that stand out in my mind as regular, long-term supporters of our user group. They are OMNI Resources and Archives. Both of these companies were run, in part, by the same family, the Johnsons. Unfortunately, Archives is no longer in operation. However, OMNI Resources is still alive and well, even though they do not officially sell retail.

The Johnson family has been very good to our group. They provided us with tours of their disk manufacturing plant a short time ago and back in 1984. When the time came that we had to pay rent for the monitors at the University of Massachusetts Medical Center, they helped us with donations of raffle items.

As recently as our New England 99 Faire, they worked out an agreement with us to sell generic computer materials on consignment. It was very unfortunate that we sold only five small pieces of the merchandise.

I felt bad, and even embarrassed, when I had to tell them how little was sold. I know they felt bad, too. But they sprang back with a response I really did not expect. They said, "Why don't you hang onto the merchandise and see what you can get for it to help the club. We'll just treat it as a donation."

~~It is dedicated people like the Johnsons who help keep the MUNCH treasury out of the red. They also realize the service we are providing to our members in helping them to become more computer literate.~~

Since OMNI Resources is not in the retail business anymore, I know of no direct way to help support them. However, if you know of any programmers (working on any brand of computer) requiring copying and/or packaging, please notify them of OMNI Resources' high quality services.

Again, thank you Elaine and Paul, for all your help and support over the past years. It has been greatly appreciated.

[The feelings expressed by Bruce are felt by all the members. A strong Thank You from all of us. - Ed.]

~~~~~  
TV GENIES / Wireless remote control for TV or VCR or computer combinations. Multiple units (as many as you want at one time!). Operates on transmitter. \$79.

ELECTRONIC MARVEL! Eliminate all system lockups. Your own console will be completely modified to prevent such frustrations from happening again. All parts and labor included. \$79.

For either or both of the above contact Don Mason. (617-754-6630)  
~~~~~

ADS - If you are a fully-paid member and wish to advertise your services or materials, there is no charge. For commercial ads or non-member ads please see the rates on the back inside page.
~~~~~

CHANGE PRINTER CHARACTERISTICS WITH DM1000..... (from AKRON U.G.) ..for CATALOGING.

- \* At the FIRST screen, Type(FCTN 3)
- \* Enter PIO and control codes. EX; 27 15 \* (this will cause EPSON to print in a condensed mode)
- \* Save back to disk. (menu-driven) West Penn 99ers - 2/87

## ACID RAIN by JACK SUGHRUE

Although there have been many controversial articles written in TI newsletters (which is a VERY good thing for the continued health of our computer) none has been more controversial than Tom Freeman's recent vitriolic blast at the McGoverns (Tony and his son Will who created FUNNELWRITER and scores of other extraordinary utility programs for our computer). I met Freeman at the New England TI Faire in Waltham in April. I bought some of his programs. I admire his work. But he loathes Tony McGovern, he told me. (I read his article much later and agree with him - that HE loathes Tony McGovern.) Tom's condemnation of the McGoverns seems to stem more from the humiliation of having his idol's toes stepped on than from anything less visceral.

Basically, Tom and many of the LA group dislike the McGoverns and anyone else who says anything against Craig Miller of Miller Graphic fame. Don't ask me why. Their defense of him is unusual to a degree.

Miller, I'm sure, is a nice guy. I've never met him, but I do have some feelings about him. He is a businessman who worked as hard as he could to make a living through the TI. He developed the best hacking and copying tools EVER for pirating software, including ADVANCED DIAGNOSTICS. He was criticized severely for this, but he justified his integrity publicly and often until his own programs were pirated with his own inventions, then he became righteous (like Jim Bakker). Lots of people bought his "monthly" SMART PROGRAMMER, only to find out it just appeared when a new Miller Graphic program came out, and it was filled with MG ads or ad-like articles relating only to MG stuff.

PHAROAH'S TOMB and BLACKBEARD'S TREASURE are fine, so are ADVANCED DIAGNOSTICS, EXPLORER, DISKASSEMBLER, though I only ever use AD, which IS excellent. GRANKRACKER is excellent, too, I'm told. At least the column space given in newsletters and magazines per owner is greater than any other piece of software or hardware in the computer world, particularly one no longer made for us.

My CM complaint is that, given the track record of SMART PROGRAMMER, which I bought, I was horrified to hear that Miller was going to join forces with SUPER 99 MONTHLY, the second best 99 magazine there was. WAS! Once Miller joined forces, in spite of all the subscribers - many of whom I really worked to get -, the magazine was doomed. It is now called THE SMART PROGRAMMER (Surprise!) and came out only when Miller had something to sell. The last issue was 90% MG stuff. No competitors were ever mentioned.

Then - an embarrassment - Craig Miller made TI into an IBM clone. Who the hell wants it? It still has the TI keyboard and NONE of the wonderful TI functions: CALLs, sound, voice, graphics, sprites, NOTHING! It is a lousy IBM clone! Of all the newsletters I've read (even from the Miller worshippers) none think the clone is worth the effort. Most are terribly disappointed. It is humiliating to think that this genius considers this an UPgrade!

I use an APPLE and an IBM and a TRS80 at work. Except for using PRINTSHOP, I wouldn't swap ANY of them for the TI. And the IBM least of all. The IBM has no sense of humor! It is a funless machine. It is the Richard Nixon of computers!

The TI is the Meryl Streep of computers. It adapts. It is flexible. It has built-in genius. It keeps rising to the occasion. It deserves the Academy Award. It has a conscience and a sense of humor (at least its users have).

With Miller leaving us, I wonder what will happen to all the unfinished SP/599M subscriptions.

Now, let's get back to Tom Freeman's attack on the McGoverns. It came from their non-acceptance of Craig Miller as God (in spite of the fact, in my mind, he sold us all down the IBM River). Freeman reveres Miller.

So, what's a terrific programmer to do? He learned at Miller's knee and appreciates what he's learned and resents others dumping on The Master.

However, I think he picked the wrong people. Miller was intent upon making a living off the 99 rs. Tony McGovern gave his efforts freely to all user groups across the world. Miller charged for his programs and his words (which is okay; he IS a businessman, after all). Tony, again, charged nothing for his programs and articles.

Miller's combined programs - COMBINED! - do not equal the number of people using FUNNELWEB or its earlier versions. FUNNELWEB is the single most popular program used by the TI disk owner in the world! (And it is non-commercial, unprotected FAIRWARE!) It is constantly being updated (a Freeman criticism) and is constantly being released FREE! As every change in DM/1000 or Forth or c99 or E/A or whatever is noted by USERS, the McGoverns accomodate.

In short, the McGoverns of Australia (and Bruce Caron of the Ottawa group) have probably done more for the continuation and growth of the 99 than ALL other commercial enterprises put together.

It's really terrible what is happening. The Freeman article is devastating, cruel. Please, Dear Reader, if you use and like the FUNNELWRITER write to the McGoverns and tell them so. It is more important than you may ever realize: TONY MCGOVERN; 215 GRINSELL STREET; KOTARA, NSW 2289; AUSTRALIA. Miller, a technical genius, left us by his own choice. But I would hate to see the McGoverns, our still-active geniuses, being driven out of our world community by such attacks. We need them.

PRODUCING ART WITH THE WORD PROCESSOR  
PART ONE - BY ANNE DHEIN - FROM CHICAGO TIMES 48/87

How many times have you wished you could take a design you've drawn and add it to your text using the TI-Writer? You can, if you have a printer that is capable of producing dot graphics. How well you can do it depends on the combining of two factors that are not always well understood - that the printer controls for your particular printer and the transliterate command in TI-Writer.

The transliterate command has to do with the ASCII character codes listed on page 145 of your TI-Writer manual. Any character codes can be changed, or "transliterated" to represent any other characters. This is a powerful feature of the TI-Writer, but it is almost ignored in the manual - perhaps because the various brands of printers interact differently with the transliterate command.

The information here comes from experimenting with the TI Epson printer. It should work without much change for Epson Compatible printers such as the Gemini 20X. Although the codes may be somewhat different for other printers, the principle is the same.

Printer graphics consist of one or more columns of dots. For the TI printer there is a total of 480 such columns across a line. Each column is 8 positions high and a dot can appear in any one of the 8 positions. Each position has a number associated with it:

~~If the value of each dot were added together,~~  
128 | you would come up with the sum of 255. This is the  
| highest number you will use, and it would mean that  
64 | every single position was occupied with a dot. Suppose  
| dots 128, 16 and 2 were to be used. The sum would be  
32 | 146. Any combination of dots you can think of will add  
| up to a unique number between 1 and 255. In a column  
8 | where no dots were used, a zero would be the value.  
|

4 | To start with, let's draw a single character that  
| matches the text characters in size. A normal printer  
2 | character is 6 columns wide including the right hand  
| column, which is left vacant so that characters will  
1 | not run together. Except for lower case descenders,  
---- the bottom positions are not used either. Designing  
standard size characters will allow you to use them quite  
freely within your text, even with such commands as adjust  
center. The easiest way to design something is by using graph  
paper.

-----  
128 | \_ \_ \_ \_ \_ | The sum of the first column is 24,  
64 | \_ \_ | and for the second, 4. The used positions  
32 | \_ \_ | in the third column add up to 126, and the  
16 | \_ | next two columns are 4 and 24. The last  
8 | | column is 0. To send the data, the printer  
4 | | must be switched from text mode to gra-  
2 | | phics. The normal density graphics mode is

| \_ \_ \_ \_ \_ | entered with the ASCII codes 27 and 75.  
The 75 must be followed by two numbers  
which tell the printer how many columns of graphics to print  
on a line. Unless you are going to send more than 255  
columns of data values (which is unlikely), the first number  
must be the EXACT number of columns you want to print, and  
the second number zero; for our example, 6. The graphic data  
immediately follows the second number. Our string of numbers  
now looks like this: 27,75,6,0,24,4,126,4,24,0.

The transliterate code is now typed into the editor part  
of the TI-Writer. We will take any keyboard symbol, such as  
the exclamation point which has an ASCII value of 33, and  
change it to represent our graphics. The transliteration  
code is a period followed by TL so the completed string looks  
like this:

> .TL 33:27,75,6,0,24,4,126,4,24,0 <

It should be on a line by itself and no carriage return  
should follow it. Once we have this code at the head of a  
document, we can use the special character within the  
document any time by simply typing in an exclamation point.  
When the document is run through the formatter, the anchor  
will appear on the printed page wherever the exclamation  
point has been placed.

The number of small characters you can create and  
scatter freely throughout your document is almost unlimited!  
You can use just a few ASCII values you don't need in the  
text and use them over and over. Or, you can design a whole  
set of characters such as a special alphabet, each with its  
own unique value.

Now, let's try something just a little more difficult.  
This next design extends 9 columns instead of 6. If the  
transliterate code contains data for more than 6 columns of  
graphics, the device name for your printer will need to have  
a .CR after it in order to suspend the carriage return  
function. Since .LF is the normal default on the printer,  
you will need to add line feeds to each line you want  
printed. This means all text, graphics and spaces, but not  
the transliterate codes. There are several ways to add line  
feed characters to your text. Probably the easiest is to run  
the document through the formatter, using DSK!>FILENAME as  
the print device. Or, using special character mode; type  
control U, shift J, control U. A transliterate code could  
also be used. You will also need to remove all carriage  
return symbols from your text; you can do this with the  
Replace String command.

Another reason why working with larger images seems more  
complicated is because when a graphic design extends to other  
lines the spacing is wrong for it. Standard spacing is 6  
lines per inch, that is, 1/6 inch per line. But spacing can  
be set for as little as 1/72 of an inch to as much as 1 13/72  
inches. The printer control codes for this are 27,65,n;  
where n is a number between 1 and 85. 1/6 is equivalent to  
12/72 so standard line spacing would be represented by  
27,65,12. The spacing we want for graphics is 8/72, or

27,65,8. I chose the = (ASCII 61) and > (ASCII 62) signs to transliterate: .TL 61:27,65,8 will give us the spacing we need for graphics and >TL 62,27,65,12 will change it back to standard spacing for text.

```

-----
|_|_|_|_|_|_|_|_|_|_|128      This time two transliteration
|_|_|_|_|_|_|_|_|_|_|64      codes are needed - one for each line
|_|_|_|_|_|_|_|_|_|_|32      of columns. From the left, the top 9
|_|_|_|_|_|_|_|_|_|_|16      columns will have these data values:
|_|_|_|_|_|_|_|_|_|_|8       0,24,24,127,127,24,24,0,0. If a "1"
|_|_|_|_|_|_|_|_|_|_|4       is used for the first character, the
|_|_|_|_|_|_|_|_|_|_|2       transliteration code will look like
|_|_|_|_|_|_|_|_|_|_|1       this: .TL 49:27,75,9,0,0,24,24,127,24
|_|_|_|_|_|_|_|_|_|_|128     ,24,0,0. The ASCII value for one is
|_|_|_|_|_|_|_|_|_|_|64     49; 27 and 75 are the codes needed to
|_|_|_|_|_|_|_|_|_|_|32     switch to graphics mode; the 9 and 0
|_|_|_|_|_|_|_|_|_|_|16     are the units which tell the printer
|_|_|_|_|_|_|_|_|_|_|8      how many columns of graphics will
|_|_|_|_|_|_|_|_|_|_|4      follow. For the second transliteration,
|_|_|_|_|_|_|_|_|_|_|2      we'll use "2", which has an
|_|_|_|_|_|_|_|_|_|_|1      ASCII value of 50; .TL 50:27,75,9,0,
|_|_|_|_|_|_|_|_|_|_|128     96,56,4,254,254,4,56,96,0.
-----

```

Now, using the TI Writer editor, prepare a transliteration file with the codes. Save it under the filename TEST. The file should contain these lines:

```

-----
| .TL 61:27,65,8 |
| .TL 62:27,65,12 |
| .TL 33:10 |
| .TL 49:27,75,9,0,0,24,24,127,127,24,24,0,0 |
| .TL 50:27,75,9,0,96,56,4,254,254,4,56,96,0 |
| = |
| 1 ANCHORS! |
| 2 AWAY! |
| >12! |
| .TL 61:61 |
| .TL 62:62 |
| .TL 49:49 |
| .TL 33:33 |
| 1 2 ! |
-----

```

Print the file through the Formatter using the device name you normally use, except delete the .LF and add CR. If it doesn't work, you may need to experiment to find what's right for you. Notice that the transliteration codes do not appear on the printed page at all, nor have the lines they were occupying been saved. The "1" shows up as the top part of the anchor and the "2" represents the bottom part. The

equal sign narrowed the line space (look how close the two words are), but the greater than sign restored standard spacing.

As you make bigger and fancier designs, you will find that sometimes the transliterate commands just don't seem to work the way you think they should. Then you'll have to spend some time debugging. Here are some things to keep in mind:

Does every, single transliterate code start with a period? And is there a space between the .TL and the ASCII value to be transliterated? This will be the only space in the string. Make sure there are no extra spaces and no skipped commas. Keep each .TL on a line to itself. And, contrary to what you may have heard, DO NOT put carriage returns behind any .TL codes that switch the printer to graphics mode. Don't use carriage returns at all when using

Do you have the right number of data values specified for each graphics code? For the code .TL 49:27,75,N1,N2,1,2,3,4,5,6 the value of N1 should be 6 because there are 6 data units following. If N1 is any number up to 255 then N2 is 0. If N1 is more than 255, it is represented by its actual number minus 255. For example, 258-255 = 3: N1 would be 3 and N2 would be 1.

Once you have transliterated your ASCII values properly, are you actually using them? .TL 33:10 changes the exclamation point to a line feed, but until you actually insert the ! into the document, nothing happens.

Do one or two of your characters show up as blanks? TI Writer reserves the use of the ampersand (shift 7), at sign (shift 2) and circumflex (shift 6) for its own purposes. It is best to stay away from these characters.

Are you printing your document through the formatter and are you using .CR at the end of your device name? If all else fails, check your values once more. Sometimes the data values 8, 12 and 13 will cause printer glitches. You may have to redesign your graphics slightly to get rid of the offending values.

Again, the suggestions in this article are just that - ideas for you to use in your own experimentation. Many printers also have double density graphics and some even go beyond that to very high resolution graphics. You may also want to consider using condensed, enlarged and enhanced print, and whatever other capabilities your printer may have. Letterheads, logos, monograms, emblems, maps, borders - there doesn't seem to be anything that the TI Writer can't do. Taking everything into consideration, there is still a lot to learn about the transliterate codes - especially the ones concerning graphics. If you have some ideas of your own, or if you have gotten good results with another kind of printer, share it with us!

TI WRITER  
GRAPHICS

PRODUCING ART  
WITH THE WORD PROCESSOR  
PART TWO  
BY ANNE DHEIN

[NOTE: These disks are in our library - Ed.]

REVIEW TI "TEST" AND "TESTSYSTEM"

The ".TESTSYSTEM" disk programs run mostly in the MiniMemory environment. Some, however, run in X BASIC and a LOAD program auto-runs them if XBasic is used. Functions tested are:

1. Main Console
  - a. Color Processor
  - b. Sound Processor
  - c. Sprite Calls
  - d. Resident Character Set
  - e. VDP RAM
  - f. ROM
  - g. GROM
  - h. CPU RAM
2. Console I/O
  - a. Keyboard
  - b. Joysticks
  - c. Speech
3. P/Cards
  - a. P/CODE Card
  - b. Memory Expansion
  - c. RS232 Card
  - d. Cassette
  - e. BIT Mapped Mode

The MiniMemory programs are:

1. DIAGNOSTIC ,does Main Console and Console I/O testing.
2. P/CARDS ,does P/Cards testing.

NOTE: Both programs are assembly language. Source and Object code for both programs are included on the disk.

The XBasic programs are:

1. PRINTER
2. PRINTER#2
3. SPEECH
4. TP

They test printers and speech, and are the same programs as installed on the "TEST" disk with the same names.

A "LOAD" program on the disk auto-loads a Menu for these four tests when XBasic environment is in use.

DOCUMENTS

Three documentation packets were provided.

- o "TI 99/4A Software Test System"
- o "Software Controlled Troubleshooting Techniques"
- o "TI 99/4A RS232 Card Test Interpretation"

The "TI 99/4A Software Test System" describes how to use and interpret tests conducted with programs on the "TEST SYSTEM" disk. Of course similar test programs on the "TEST" disk can be interpreted the same. The information is somewhat cryptic and could be improved upon for the casual user.

The "Software Controlled Troubleshooting Techniques" and "TI 99/4A RS232 Card Test Interpretation" documents give clues on how to troubleshoot the console, other peripheral hardware and the RS232 Card. Information on the RS232 is quite complete and specific. This data would be of most interest to the technically inclined.

SUMMARY

As stated initially, the material reviewed isn't market quality product. However, TI didn't claim it to be and so stated in the cover letter for this packet. There are some immediately useful materials, and others with potential for development.

Perhaps club members could use a team approach to make some beneficial hardware test/maintenance utilities from this data base.

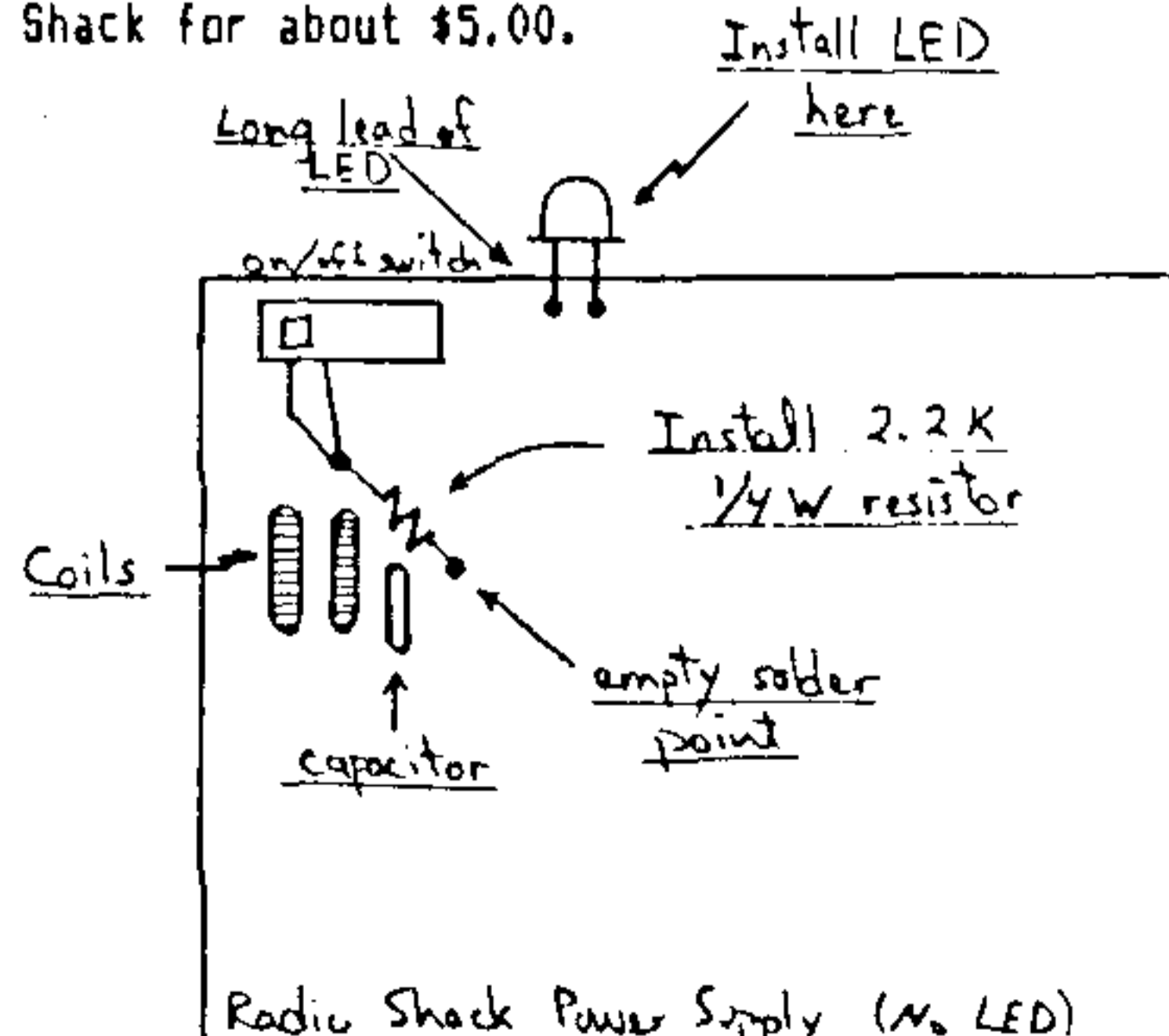
A Little Louder Please

from West Penn 99ers  
3/87



ADD AN LED ON/OFF INDICATOR TO YOUR NEW POWER SUPPLY  
reprinted from: Rocky Mountain 99ers, Feb 1987

Below is a picture that illustrates how to add an LED on/off indicator to your new switching power supply board. These switching power supplies can be picked up at your local Radio Shack for about \$5.00.



from South Bay T.I. U.G.  
San Jose CA 4/87

Radio Shack Power Supply (w/ LED)

**~SURVIVAL AGAIN~**

We 99ers are a feisty lot. We not only survive but rise above mediocrity in our survival. Way above.

But such wonderful, volcanic action requires something on our part.

We have a great computer. There's no question about that. It is the greatest of the 16K BASIC computers ever built. It is the most remarkable home computer ever used in business and education (and, of course, the home). Its unusual architecture provides unique and powerful expansion.

The final result is that after we were orphaned we grew! There are over 700 companies making stuff for the TI worldwide. More and better things are happening in the TI world community today than when TI sailed the ship.

None of this would be possible, however, without the local user groups. These groups are the backbone, heart, and soul of the international 99er family.

Support yours. M.U.N.C.H. dues are only \$15 a year. (Newsletter subscriptions only are \$10.)

Send a check today to M.U.N.C.H.

\*\*\*\*\*

**WORKSHOPS  
WORKSHOPS  
WORKSHOPS**

One of the nice things about our M.U.N.C.H. meetings over all the years has been the workshops. Lots of real learning has taken place at our meetings. Lots of fun, too. It's always more interesting to come with a purpose.

At the next meeting there will be a review of a few of the TAPE programs that are still offered and still excellent. (Yes, TAPE!) We'll start with some of the good games.

We'll also be showing some of the newer aspects of FUNNELWEB and answer any questions people might have about that incredible word processor and total environment. Again, come with pencil, paper, and patience.

We have an exciting group with a variety of talents and interests: techies, hackers, gamers, wordpros, programmers, thingies.

Let's take advantage of our uniqueness.

What kind of workshops would you like to have at the meetings? Let us know what your interests are. Our meetings should be FOR the members. Tell us what you want to learn or see or have happen at the meetings. We'll do it!

We have a tape library, a book library, a disk library, and a newsletter library. It has been suggested that we have the libraries brought to the meetings only four times a year (October, January, March, and May, as these are the most well-attended meetings). This will take a lot of pressure off the librarians and will allow them to better catalog these items. Al and Don and Jack deserve much credit for their library chores on our behalf. If any materials are needed between times they should be contacted.

If any members have Fairware, Public Domain, or personal programs, texts, cartridges, or other items you could donate to the club, you might be able to take it off on taxes, and the club members would appreciate your support. Jack Sughrue will make out the tax slips if you bring your donations to the meetings.

\*\*\*\*\*

It has been a long time since a good TI book has come out.

\*\*\*\*\*

**MURPHY'S LAW FOR COMPUTERS:**

Murphy would never have used one.

\*\*\*\*\*

**~bits and bytes~**

Some things that might be of help. Keep the left tractor-feed margins on your paper. Rip off the right. Get some paper fasteners. Now you have a booklet. Put them at top, bottom, middle if you are taping something profound. (Like the FUNLPLUS! docs.)

WORD HUNTING  
PRINTING  
AND XB SPEED

Puzzles are a word-processing tool we often forget about. Although I'm not much of a word hunt person (word search, find-a-word, whatever), my fifth-grade students are. I prefer crosswords or cryptograms, but wordhunts have their value. They are also a very pleasant way to introduce the names of bones in the human skeleton or the Presidents or geometrical terms. Computers are great teacher helpers in these matters. All one has to do is find a puzzle-creator program from somewhere and type in the words. The sorting and placement and completion of the puzzle is done by our 99. So is the making of hardcopies of puzzle, wordlist, answers. It's so easy. But not always so quick.

Way back in 1982 WORD SAFARI was programmed for TI. It's amazing how many people own it but never use it. Most people got it with OLDIES BUT GOODIES before they got printers or disk drives. By the time they got these things they'd long since forgotten this puzzle gem.

I have six word hunt programs, PD and commercial, but there was always a few things about WS that appealed to me. (The "thinking numbers" on the lower right screen, for one.) Though it was soundless and colorless and was SLOW BASIC and had very poor printouts, the program had a structure I liked. The way the menu operation worked appealed to me.

I decided to use that original structure to make a more modern version of this puzzle, suited for disk. First it had to be XB for speed and because I don't know assembly. Then it had to have a continuing music pattern while the reading was going on internally. It also had to have color. And some better screen directions. And much better hardcopies (enlarged, double strike, etc.) with a better overall look. It also had to be drastically reduced in size, though XB would take care of ~~some of that~~ automatically.

I printed out all six of my word hunt puzzles to see what features I wanted for this new one and how I could most efficiently program it. It was fun. Besides the menu operation, I found the sizes offered were excellent for the different kinds of things I planned to do in my classroom. Each of the programs presented me with interesting concepts and interesting problems. However, after three days (nights, actually) I had a debugged version which satisfied me. Then, as I do with all programs, I gave it to some adults and some kids to play with. The input from them helped me fine tune the project. I then (as I always do) put it away for a couple weeks.

Later, I took the "worker" disk out of storage, turned on my Gemini, and set out to do my first "official" school puzzle: names of dinosaurs (thus I had to use the large square).

Perfect.

I made 27 copies of the puzzle and word list for the kids and one copy of the answers for me. FAST!

Then I put this right on my FUNLPLUS! and was ready to use it whenever I word processed. Very handy. I since have added a few subprograms from Jim Peterson's wonderful NUTS 'n BOLTS disk which will not appear in the succinct piece below.

Anyway, I'm not permitted to print the six original hunt programs, but if you have a copy of WORD SAFARI and/or some others you might want to try them out if you haven't used them for a while; then print out a copies of the listing.

Next type in a copy of WORD HUNT, try it out, and make some comparisons. This will give you a good idea of how I went about the task.

Think about some really good programs you recall from the past, dig them out, look them over, see if you can brighten them up, make them better. Sometimes it'll take drastic changes. Sometimes little. But in either case you've had some fun with some programs you probably would have left forgotten in a box in the closet. Now you can enjoy them all over again.

NOTE: When I first wrote the program I was going to write it in BASIC. After I translated quite a few line from my flowchart notes, I decided to go into XB. I continued with the PRINT and colon lines instead of DISPLAY AT statements until testing. It turned out to be fine and fast as it was, so I left them in. Those of you who'd like to tighten this even more, adding or changing features, send me a copy. If the improvements are really good, I'll print an update in a future column. (Am also looking for original SHORT programs in XB for inclusion here with full credit.)

```

100 @=1 : CALL CLEAR : DIM
A$(728),A(7),B$(25)
110 C$="0" : FOR B=@ TO B :
: CALL COLOR(B,2,13)
120 NEXT B : CALL CHAR(96,"
0") : GOSUB 200 : PRINT "
WORD HUNT PUZZLE" : : : :
: : : : : PRINT "
: : : : : PRINT "
: : : : : PRINT "
UB 750
130 GOSUB 200 : PRINT " WOR
D HUNT PUZZLE " : : : PRINT
: : " CHOOSE" : PRINT "
1 SETUP (CHOOSE FIRST)" :
PRINT " 2 INPUT PUZZLE"
140 PRINT " 3 OUTPUT LIS
T"
150 PRINT " 4 OUTPUT ANS
WER" : PRINT " 5 QUIT"
: : : :
160 GOSUB 750 : IF C<49 THE
N 160
170 IF C>53 THEN 160
180 ON C-48 GOSUB 770,230,97
0,870,190 : GOTD 130
190 CALL CLEAR : STOP
200 CALL CLEAR : CALL SCREE
N(1) : CALL VCHAR(@,96,48
) : CALL VCHAR(@,31,96,48) :
FOR D=@ TO B
210 CALL SOUND(-999,VAL(SEG4
("262226229433034939244049452
3587659698784",INT(12*RAND+@)
*3-2,3)),0,VAL(SEG$("1311751
96",INT(3*RAND+@)*3-2,3),5)
220 NEXT D : RETURN
230 GOSUB 200 : PRINT " CHO
OSE " : PRINT " 1 10
X10 PUZZLE" : PRINT " 2
20X20 PUZZLE" : PRINT "
" 3 25X25 PUZZLE" : :
: : : : :
240 GOSUB 750 : IF C<49 THE
N 240
250 IF C>51 THEN 240
260 E=(C-48)*10-5:INT(C/51)
: GOSUB 200 : F=@ : G=@ :
H=@ : IF I=0 THEN 280
270 INPUT " TITLE OF PUZZLE?
":D$ : INPUT " HOW MANY CO
PIES? " : F
280 INPUT " HOW MANY WORDS?
" : J : IF J<26 THEN 300
290 PRINT "SORRY! 25-WORD MA

```

```

XIMUM." : GOTD 280
300 FOR B=0 TO J-@
310 INPUT " WORD " : STR$(B+@)
&" ? " : B$(B) : IF LEN(B$(B))
>2 THEN 330
320 PRINT "SORRY, 3-LETTER M
INIMUM." : GOTD 310
330 IF LEN(B$(B))<11 THEN 35
0
340 PRINT "SORRY: 10-LETTER
MAXIMUM." : GOTD 310
350 NEXT B
360 INPUT "ANY CHANGES? (Y/N
)" : E$ : IF E$<>"Y" THEN 39
0
370 INPUT "WHICH NUMBER? " : B
380 INPUT "MAKE CORRECTION?"
: B$(B-@) : GOTD 360
390 GOSUB 200 : PRINT " :
" THINKING..." : A(
0)=@ : A(4)=-@ : A(@)=E+@
: A(5)=-A(@) : A(2)=A(@)+@
: A(6)=-A(2) : A(3)=A(2)+@
: A(7)=-A(3) : B=E+3
400 K=(E+2)^2-@-B : FOR L=B
TO K : A$(L)=" "
410 NEXT L : M=E+2 : K=M*M
-M : FOR B=0 TO K STEP M :
A$(B)="*" : A$(B+E+@)="*
" : A$(B/M)="*" : A$(K+B/
M)="*"
420 NEXT B : K=0 : FOR N=0
TO J-@ : D=0
430 D=D+@ : E$=STR$(D)&" "
: CALL HCHAR(25,25,ASC(E$))
: CALL HCHAR(25,26,ASC(SEG$
(E$,2,@)) : IF D<76 THEN 49
0
440 J=N : GOSUB 200 : PRIN
T "SORRY, CAN ONLY SQUEEZE I
N " : STR$(J) : WORDS." : :
: : PRINT " CHOOSE" : PRIN
T " 1 USE " : STR$(J) : "P
RESENT LIST." : PRINT "
2 BEGIN AGAIN" : : :
: : : :
450 GOSUB 750 : IF C<>49 TH
EN 470
460 GOSUB 200 : PRINT "
THINKING..." : : :
: : : : : GOTD 620
470 IF C=50 THEN 740
480 GOTD 450
490 B=INT(((E+2)^2-E)*RAND)+E
: IF A$(B)<>" " THEN 430
500 FOR D=0 TO 7
510 IF K<8 THEN 530
520 K=0

```

```

530 L=B+A(K) : FOR F=2 TO LE
N(B$(N)) : IF L<E+2 THEN 570
540 IF A$(L)<>" " THEN 570
550 L=L+A(K)
560 NEXT F : GOTD 590
570 K=K+@
580 NEXT D : GOTD 430
590 L=B : FOR F=@ TO LEN(B$
(N)) : A$(L)=SEG$(B$(N),F,@)
: A$(L)=A$(L)&A$(L) : L=L+A
(K)
600 NEXT F : K=K+@
610 NEXT N
620 FOR B=0 TO (E+2)^2-@ :
IF A$(B)<>" " THEN 640
630 A$(B)=CHR$(INT(26*RAND))+6
5)&" "
640 NEXT B : GOSUB 200 : I
F I=0 THEN 660
650 PRINT " P R I N T I N G "
660 FOR M=@ TO F : IF I=0 T
HEN 680
670 PRINT #1:CHR$(27)&CHR$(B
7)&CHR$(@) : : " " : D$ :
: : : :
680 FOR B=0 TO E+@ : PRINT
#1:CHR$(27)&CHR$(87)&CHR$(@)
: " : : FOR K=B*(E+2) TO (B
+@)*(E+2)-@ : PRINT #1:SEG$
(A$(K),@,@) :
690 NEXT K
700 NEXT B
710 NEXT M : IF I<>0 THEN 7
30
720 PRINT " PRESS ANY
KEY" : GOSUB 750
730 PRINT #1:CHR$(27)&CHR$(B
7)&CHR$(@) : :
740 RETURN
750 CALL KEY(0,C,@) : IF @<=
0 THEN 750
760 RETURN
770 GOSUB 200 : PRINT " CHO
OSE" : PRINT " 1 SCREE
N" : PRINT " 2 PARALLE
L PRINTER" : PRINT " 3
OTHER" : : : : :
: : : : :
780 GOSUB 750 : IF C<49 THE
N 780
790 IF C>51 THEN 780
800 I=0 : IF C=49 THEN 860
810 I=@ : F$="PID" : IF C=
50 THEN 830
820 INPUT " DEVICE ? " : F$
830 IF C$="0" THEN 850
840 CLOSE #@
850 OPEN #@:F$,OUTPUT : : C$=

```

```

"1"
870 RETURN
870 GOSUB 200 : IF I=0 THEN
890
880 INPUT "HOW MANY COPIES?
" : G : PRINT " : " : PRINTING
ANSWERS."
890 FOR M=@ TO G : IF I=0 T
HEN 910
900 PRINT #1: : : " " : D
$ : : : :
910 FOR B=0 TO E+@ : PRINT
#1: : " : : FOR K=B*(E+2) T
D (B+@)*(E+2)-@ : PRINT #1:
SEG$(A$(K),2,@) :
920 NEXT K
930 NEXT B
940 NEXT M : IF I<>0 THEN 9
60
950 PRINT " PRESS ANY
KEY" : GOSUB 750
960 PRINT #1: : : : RETUR
N
970 GOSUB 200 : IF I=0 THEN
990
980 INPUT "HOW MANY COPIES?
" : H : PRINT " : " : PRINTING
LIST."
990 FOR M=@ TO H : IF I=0 T
HEN 1010
1000 PRINT #1: : : " " :
D$ : : : :
1010 FOR B=0 TO J-@ : PRINT
#1: " " : B$(B)
1020 NEXT B : PRINT #1: :
:
1030 NEXT M : IF I<>0 THEN
1050
1040 PRINT " PRESS ANY
KEY" : GOSUB 750
1050 RETURN

```



[Editor's Note: Jim's report arrived in plenty of time to be in last month's newsletter. Unfortunately, the disk was put into a folder of disks that went into a briefcase and travelled to school for a few weeks. However, the missing disk is finally found. Apologies.]

TREASURER'S REPORT

INCOME:

Dues 90.00  
 CFS Sales(meeting) 59.95  
 CFS Sales(fair) 179.10  
 Fair sales 95.65  
 Fair commissions 51.45  
 Raffle 15.00  
 -----  
 TOTAL INCOME 491.15

EXPENSES:

Printing(fair flyer) 13.42  
 (newsletter) 50.52  
 CFS Commissions 28.00  
 Postage 22.00  
 Blank disks 32.00  
 Bank service charges 5.20  
 -----  
 TOTAL EXPENSES 151.14

CHECKBOOK BALANCE 4/30/87 \$762.37.

Respectfully submitted,  
 James W. Cox  
 Treasurer

-30-

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  
 Hardware Chair \*\*\*\*\*  
 Programs Chair \*\*\*\*\*  
 Adv Prog. Chair Dan Rogers 248-5502  
 Club Reviewer Jack Sughrue  
 Library Al Lisa Cecchini  
 Software Library Don Mason 754-6630  
 Hector Beaudreau  
 9 Mail Messages Wm. Corson Wyman

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 a choice of either a ten pack of OMNI diskettes donated by OMNI Resources in Millbury or a the very latest version of FUNLPLUS! donated by the author. 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  
 ~~~~~



Enjoy a Night Out!
 Come to the M.U.N.C.H.
 meeting Tues. June 16th!

~~~~~  
 JUNE SALE - Members and former members!

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. (476-7630)  
 ~~~~~

