

MARCH 9 '88 / IN OUR NEW CLUBHOUSE!

*****			L S
MUNCH OFFICERS AND NUMBERS (all in 617 area)			E P
*****			A R
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Secretary	Al Cecchini		G
Treasurer	Jim Cox	869-2704	T
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Dying Swan	Camille	321-1234	E
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Disk/Nwsltr Lib	Louis/Helen Holmes		
Tape Librarian	Walter Nowak		
Blowhard	Tubby The Tuba		
Rick's Cafe	H.Bogart/I.Bergman		
Swell Gang	Our Remaining Members		

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 THE 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. King Kong is watching you!

ADVERTISING RATES:

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

....RAFFLE....

Every month we have this peachy-keen raffle of all kinds of neat stuff given by our generous members and friends. All kinds of software and sometimes hardware are given away free each meeting. The dollar donation helps to defray some of the costs of our monthly rent at the clubhouse, so all members participate help a lot. Donations are happily accepted. Remember: YOU MUST BE PRESENT TO WIN!

MARCH SALE

Another 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. AND BE THINKING ABOUT THE APRIL FAIRE IN LEXINGTON!

NEWSLETTER

Become Immortal! We are looking for articles, cartoons, love letters, programs, lists, old banana peels: 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 3rd 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.

GROWING AGAIN!

M.U.N.C.H. is growing again! Our membership is increasing, the members we have are growing more active, and the meetings are growing more interesting.

As you can see from the inside cover, our list of positions has changed. Some members are having some difficulties making the meetings because of job demands, but others have taken up the slack. Walter Nowak, one of our oldtimers, has taken over as the club's Tape Librarian. He has all the club's tapes and the dubber. Anyone interested in dubbing some of our excellent tapes, please contact Walter. Louis and Helen Holmes, a couple of newtimers, have agreed to take on the chores of Newsletter Librarians and Disk Librarians. They are in the throes of cataloguing our entire disk library, which will eventually be printed out for all members and for user groups elsewhere for exchange.

Jim Cox, the oldest member (in terms of membership, of course), has also been the most reliable of us all. He has been Treasurer and Board Member since the club's inception and continues to do a remarkable job in those posts. Al Cecchini has done a long and steady job as Lending Librarian. All these jobs take time and commitment, and we are very fortunate to have these dedicated people. Additional thanks go out to Bruce Willard, Don Mason, and Hector Beaudreau, who have in the past put an incredible amount of energy into the club. Thanks to to President Corson Wyman and to our newly-elected Vice President, Helen Holmes.

Sales tables for January and February and March are usually non-existent (most people recovering from the personal economic crash called The Holidays), but with the coming of the spring there should begin to be a new interest in buying up some new goodies. The BEST place to get some desired goodie is at the N.E. T.I. FAIRE in Lexington, Saturday, April 10. Besides, it's lots of fun. You get to meet all those TI people you read and hear about; get to see all the new gems created for our 4/A; get to support your club and other users and be supported, in turn, by them; and get to go to fascinating workshops.

We could use some help on the M.U.N.C.H. table, too, if only for a couple hours. It can be a big fundraiser for us. Let us know what you can sign up for at the March meeting, if you haven't already signed up.

FUNNELWEB

The workshops at the past few meetings have been devoted, primarily, to FUNNELWEB version 4.0.

FUNNELWEB, if you didn't know, is the single most-used disk in the TI World Community, and it is easy to understand why. With FUNNELWEB you do not need the TI WRITER cartridge or the DISK MANAGER cartridge or THE EDITOR ASSEMBLER cartridge or a whole pile of other things. FWB is an environmental disk. It allows options no other disk or cartridge has ever allowed on the TI.

With XB stuck in the slot and FWB on disk, the user can do just about anything he or she needs or wants to do on the TI.

This new version has some exceptionally large changes from any previous version. (If, like me, you have them all from 3.0, it is astounding when you make the comparison. You become even more impressed when you go back to the cartridges for a day just to see what it was like. (You won't believe it!))

In short, what Tony McGovern and his son Will (from 215 Grinsell Street, Kotara, NSW 2289, Australia) have given us is almost immeasurable. There is nothing quite like it for any computer anywhere. Those programs that do exist that perform some of these functions for other computers (like Apple and IBM) start at \$189 and head on up. This is more than most of us paid for our computers.

If you have a disk drive and printer, you probably used FUNNELWEB. If you don't, you are missing out on a profound piece of user-friendly software. There is a copy in our club library.

We are asking that everybody who uses FUNNELWEB contribute \$10 at the March meeting, and we will send a check to Tony as a Thank You for FWB and many other programs he continues to produce for the TI. If you can't come to the meeting, please mail me a check. Make all checks payable to me (Jack Sughrue, Box 459, E. Douglas MA 01516), and I'll buy the International Coupons for that amount to mail to Australia.

PLUS!

I'll be introducing a new 719-sector, 65-file environmental companion disk at the N.E. FAIRE in April. M.U.N.C.H. will be the exclusive sales table (as they were SUPPOSED to be last time for FUNL) for PLUS! The club will get \$2 on every disk sold. This disk will be demonstrated at the March workshop but will not go on sale until April.

I'm also putting together some other disks for sale by the club at the FAIRE. We need people who will be willing to copy disks, so we can have a pile of them to take with us.

Please volunteer for this, as it is very important if we're going to keep growing and providing the services we have all come to expect and enjoy.

COFFEE &

While we're on the subject of sharing and commitment and all that noble stuff, I wish to thank Louis and Helen for providing the coffee and goodies regularly since we've moved to our new clubhouse. This makes for a pleasant break in the pleasant proceedings. But let's all throw a quarter in the pot from now on, so these two volunteers don't have to use their own money for everything, too. I'm sure they don't mind, but there WILL be a pot for contributions each month. Which only seems fair.

PEEKs AND POKES AGAIN
INSIDE THE TI 99/4A by Et.Al.

"USEFUL" XBASIC CALL LOADS

CALL PEEK(2,A,B):CALL LOAD(-31804,A,B).
Same as using the command "BYE".

CALL LOAD(-31961,51):: END.....
Returns you to the title screen (with full graphics)

CALL LOAD(-32630,128).....
Returns you to the title screen (with-out graphics)

CALL PEEK(-28672,A).....
This checks to see if the speech syn. is attached. (Great for optional speech programs) If the syn. is attached Variable A returns a value of 96, if not attached, 0.

CALL LOAD(-32699,2).....
Activates ON WARNING NEXT

CALL LOAD(-32699,4).....
Activates ON WARNING STOP

CALL LOAD(/32699,16).....
Activates TRACE

CALL LOAD(-32699,64).....
Activates ON BREAK NEXT

CALL LOAD(-31888,63,255).....
Type in this and then NEW to shut down your disk drives for those extra long basic programs to load in. see the next CALL LOAD to turn them back on.

CALL LOAD(-31888,55,215).....
This when used with a CALL INIT first will do the opposite of the above CALL LOAD.

CALL LOAD9(-32699,0) OR (-31931,0).....
Deletes Extended Basic protection

CALL LOAD(-31931,128).....
Installs Extended Basic Protection

CALL PEEK(-31863,A).....
"A" will equal 231 if 32K is present.

CALL PEEK(-31952,A,B).....
Is the pointer to starting address on line number table, 4 bytes per entry, (2 for number line, 2 for start addr.)

CALL LOAD(-32729,0).....
This loads any program in disk one called "LOAD"

CALL LOAD(-31961,149):: END (OR STOP)...
Will reset the console and search for a filename on disk one called "LOAD"

CALL PEEK(-31950,A,B).....
Is pointer to the ending address of the number line tables.

CALL PEEK(-31954,A,B).....
Is the current line being referenced in the table.

CALL LOAD(-31888,63,255).....
This will not reserve any room in the VDP RAM for Disk Buffers.

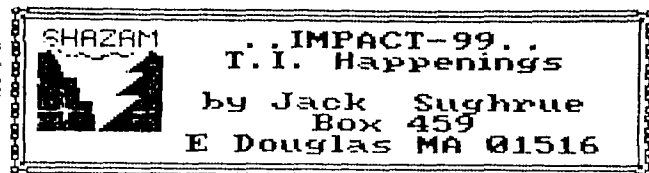
CALL LOAD(-31806,16).....
THIS WILL DISABLE THE FCIN QUIT key.

CALL LOAD(-31868,0).....
When within the body of a program, and when FCIN 4 (CLEAR) is pressed, Listing the program is impossible.

CALL LOAD(-31878,X or (-31806,X).....
Makes all sprites >X stop XBASIC CALL LOADS TO PLAY AROUND WITH

CALL LOAD(-31740,A,B).....
A & B=Values you enter. Change the around to get different sounds. They will stay on until another sound is made (input and error beeps.)

CALL LOAD(-31748,X).....
If you make X=0 then all tones stop, and the cursor halts. X can equal from 0 to 18 with different results.



BLUE RIBBON II

Last time in our IMPACT column we presented Asgard Software with the 1988 Blue Ribbon Award for outstanding commercial support of our 99 and for the upgraded Geneve 9640 from Myarc. We wrote about some of the games (LEGENDS, HIGH GRAVITY, BALLOON WARS, etc.) that would satisfy most game enthusiasts (like myself) and promised to complete an overview of the company's excellent products produced by some of the most prominent programmers and artists in the TI community.

However, most grownups prefer the utility software to games these days. In a way, that's too bad: we don't want to take the FUN out of computing because people might mistake us for IBM owners.

There is a way out of this dilemma. Asgard. Some of the utilities are so much fun you feel you are playing games or solving puzzles instead of working at tasks.

Let's peek at a few.

TOTAL FILER, for example, is my favorite data base. It's free form and written entirely in extremely fast c99 (though it can load and run through XB, TIV, or E/A). I also like and use CREATIVE FILING SYSTEM and PR BASE, two extraordinary Fairware data bases. But I use TOTAL FILER more often for more reasons. It is quick. Nothing difficult to load and be forced to figure out peculiar keyboard patterns for a pile of menus. TF is designed for the user. It is simple, easy, quick, clean. Though it has been promoted as a way of putting all your TI Writer files into easily-accessed electronic index cards (the kind of program writers dream of and is done better by TF than by ANY data base for ANY computer, believe me), I still prefer it for those normal kinds of files one uses about the home or work. I use it for all the filing I need to do with my 5th-grade class. I use it for my collection of P.G. Wodehouse books and all my audio and video tapes. I have used it for collections of these IMPACT articles, as well as for poems and essays I wrote when I needed to pull them together for books. This makes my FUNNELWEB (or whatever TIV you use) a lot more potent, too. There is no limit to the number of files serviced by TF. You don't have to worry about sorts. In seconds, TF'll find anything you've key-worded when creating your file. Let's say I created a Wodehouse file and listed JEEVES AND THE TIE THAT BINDS. I keyworded the following: Jeeves, Bertie, Madeline, Dahlia, Runkle, politics. I also had a small write-up on the book with publication dates, etc. I can call it all up with the title. Or I can (if I forgot the title) remember that Madeline was in it or it was about politics or that Bertie was staying at his Aunt Dahlia's. If I type any of those words above, the DISK would be IMMEDIATELY read for all instances of, say, Dahlia. I could then key through all the Dahlia books until the right one popped up. Runkle, however, is only in this book. If I keyed that in, the stuff would be standing before me on the screen. There are so many things you can do with TF (including printing out the individual entries or a master listing) that I don't wish to take up this somewhat generic overview review with all the ways one could use it.

There are little specialty programs put out by Asgard, too: STAMP MANAGER (for stamp collectors); RECIPE WRITER (now updated for serious cooks) with volumes of recipes in the ELECTRONIC GOURMET package; PRE-SCAN IT! (to speed up and reduce XB programs even if you aren't a programmer); MUSIC SYNTHESIZER (for the novice to create music on the TI); TUNNEL OF DOOM EDITOR (which lets you create your own TOD games, including weapons, monsters, graphics, text); SCREEN SCROLL PACKAGE (for adding all kinds of assembly items to XB even without knowing assembly); and so on.

Two outstandingly versatile and useful programs are the old (but updated with all kinds of new features and speed) SCHEDULE MANAGER and the new EZ-KEYS.

The former, an integrated appointment book, is filled with so many easy, instant features that you'll wonder how you ever existed without it before. This is a lot like using a typewriter and discovering wordprocessing. You can have up to a full screen of appointments or comments on each day of a 4-month calendar (which updates). The famous Asgard pull-down menus let you access any part of the program. SM also features a 30-page notebook for names, addresses, phones, and so much more.

Probably the utility blockbuster for XB programmers and novices this year will be EZ-KEYS. It's simply an astounding piece of software. When I first heard the name I thought it was another program to make command macrokeys. And that was it. Lots of hype, little value. Was I wrong! Although this program makes macrokeys of EVERYTHING, it is just one of the unusual things it does. It does, however, bring macro-ing to the State of the Art by being able to define 55 keys to contain the commands you use that kind of program for, but you, the user, can put up to 671 characters of utilities, keystroke combos, program code, WHATEVER, on every single one of these keys and - get this

- chain them together for further combinations! EZ gives you full cursor control. The secret word is FULL! You can also change screen colors while programming and more and more and more. EZ will sit behind most programs (I've found none that it doesn't, including hybrids with assembly.) so you can pull into that program any of the EZ features for direct use or permanent customizing. Imagine what this can do for your most-often used programs! Excellent documentation, the hallmark of Asgard, is hardly necessary because of the ease of use and clarity of intent. Remarkable!

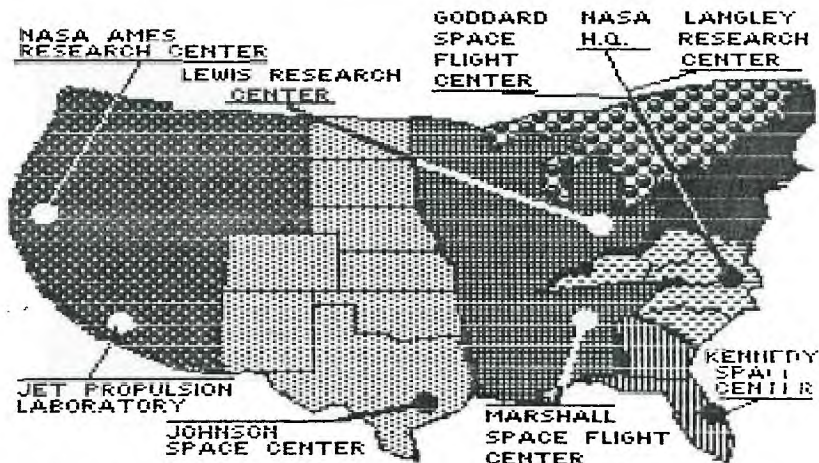
Asgard has become the unquestioned leader in graphics and electronic publishing in the TI world. If you combine the Public Domain MAX-RLE and the latest Fairware FUNNELWEB with the stuff from Asgard, you can practically create a complete standard of all the TI industry's graphic design out there. Desktop publishing has come of age for us all. The big program from Asgard in this area is FONTWRITER II. With it you can do flyers and signs and reports and letterheads and anything your imagination will let you do. You can combine text with pictures (even on the same line) right out of a TI Writer file. There are almost 200 typefaces available in TI-Artist and CSGD format (some with this disk) and FONTWRITER can use them all! The image-creation flexibility is enormous. Asgard also puts out volumes of ARTIST FONTS (for TI-Artist or FONTWRITER); ARTIST INSTANCES (by subject matter - Hooray!) featuring animals, holidays, home, people, computer, etc.; ARTIST ENLARGER which lets you enlarge or reduce or stretch or squeeze in any direction any font or instance to use with FONTRWRITER or TI-Artist. Asgard also has four packages of GRAPHX COMPANIONS. Hundreds of fonts, cliparts, borders, pictures, animation sequences, and so on for people with GRAPHX (or to a more limited degree MAX-RLE, but preferably both for easy conversions) to become part of this electronic publishing. GRAPHX SLIDESHOW by Paul Charlton will display a full disk of RLE or GRAPHX pictures in manual or automatic settings.

Whew!

What has happened is that Asgard produces and distributes software faster that it can be reviewed in a column like this. This is not a complaint. The programs continue to get A ratings from *NICROpendium* and many newsletters. It's a company worth investigating. Mr. Bobbitt promises some really exciting new software "that'll knock your socks off" coming up soon. I, for one, can't wait.

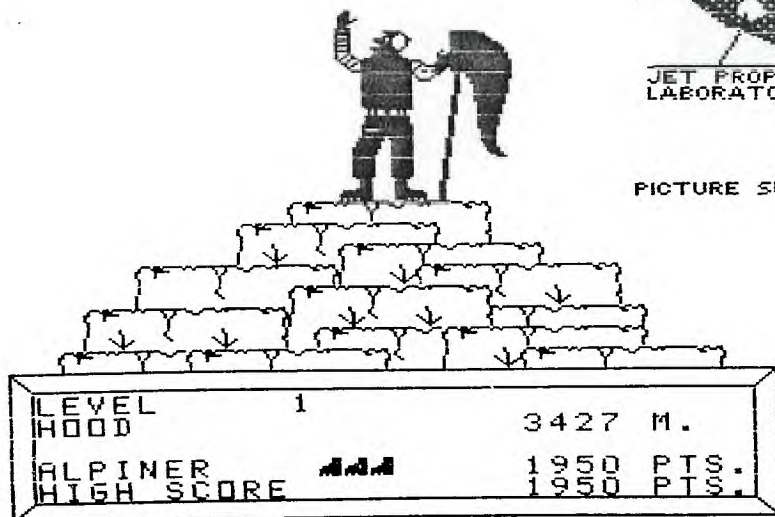
For free catalog and price list, write to Asgard Software, PD Box 10306, Rockville, MD 20850.

Tell 'em Impact sent you.
Enjoy!



PICTURE SUPPORT FORUM

76703.1013



Credits: Reprinted from Daytona Beach 99ers, March 1985

"The following was downloaded from the Houston Users Group (HUG) TIBBS"

TIGERCLUB TIPS

Don't use EDIT! There are two ways to bring a program line to the screen: You may type EDIT, the line number, and press ENTER... or you may just type the line number and press FCTN together with the down-arrow or up-arrow key. But when you graduate to Extended Basic, you will find that you can use the second method. Then, while you're trying to break the EDIT habit, you are apt to get confused, type the line number, hit ENTER...and delete the line entirely! Don't waste time and memory typing LET. The computer understands X=1 just as readily as LET X=1. You don't have to leave a space after the line number, the computer will do it for you.

In EXTENDED BASIC, you don't have to leave a space before and after the :: statement separators, the computer will do that for you too, shoving the statements onto additional lines if necessary.

When programming in BASIC, don't use character set 15 and 16 (ASCII codes 144-159) unless you really need them for colors or redefined characters. And if you use multiple colons :: to scroll the screen, put a space between them : : : (or better yet, ;;;:). Then your program will usually also run without modifications in EXTENDED BASIC.

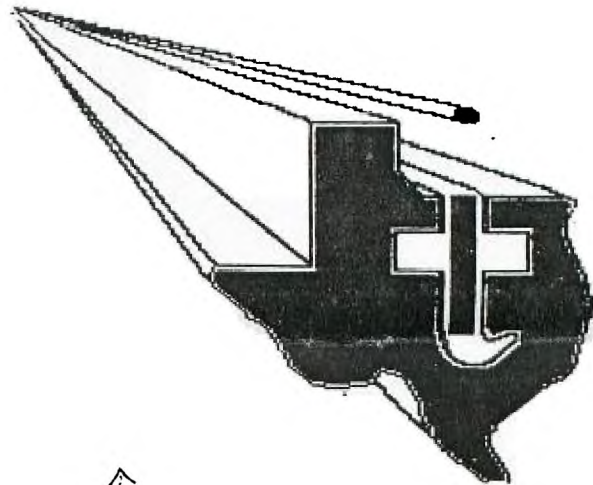
If you have an EXTENDED BASIC module, why not leave it plugged in and select the EXTENDED BASIC option even when you are programming in BASIC? This will allow you to type 5 lines on a line number (unless you put too many short items in a DATA statement), and the EXTENDED BASIC will accept input of your program lines much faster, especially when the program gets long. It also accepts changes and deletions much more quickly, and is especially useful when you want to delete a large number of lines. It will quickly tell you how much memory you have left with the SIZE command (but you will have more in BASIC) and bring your rejected input back to the screen for correction, with FCTN 8. It will also run your program, if you stay away from character sets 15 and 16 and watch those double colons..

In BASIC you can write 100 PRINT "HELLO" :::: "GOODBYE" to scroll between lines of print.

In EXTENDED BASIC, the double colon :: is used to separate multiple statements. When you load a BASIC program in EXTENDED BASIC, you will usually find that the computer will rearrange the colons "HELLO" : : : : "GOODBYE" and run the program properly. But sometimes, especially if you put colons in front, as 100 PRINT :::"HELLO", the computer may become confused and give some very puzzling error messages. On rare occasion it may rearrange the colons into strings of double sets :: :: and that will lock it up completely! So, even when programming in BASIC it is a good idea to separate your colons ::: - or better yet, ;;;::: or :\$\$. To get the computer to read the CALL KEY input in upper case letter, even if the Alpha lock is up, just use key-unit 3 - CALL KEY(3,K,S). And to cancel it use key-unit 5.

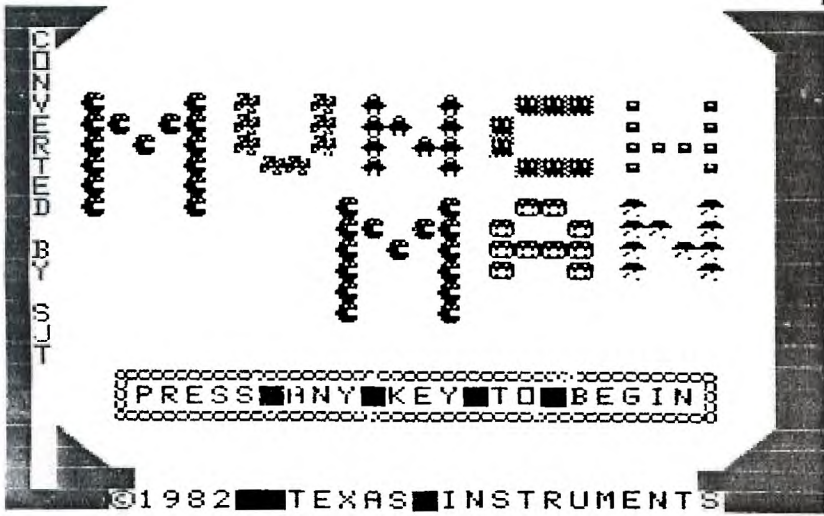
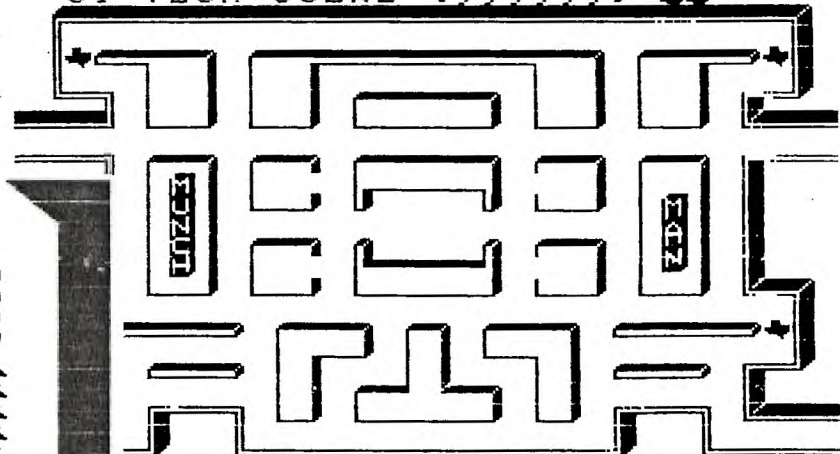
.....
TEXTPRO - File manipulation program that will cause any file to be displayed on monitor/printer.

```
100 CALL CLEAR::CALL SCREEN(16)::DISPLAY AT(2,1):"TEXTPRO:" "&RPT$("-",24)
110 DISPLAY AT(6,1)BEEP:"Select File Parameters": : "1) DIS/VAR 80": "2) DIS/FIX 80": "3) DIS/VAR 254": "4) DIS/FIX 254": "5)
DIS/VAR 163"
120 DISPLAY AT(13,1): "6) INT/VAR 254": "7) INT/FIX 254": "8) User Defined": "9) Other": : "Choice? 1" 130 ACCEPT
AT(18,9)SIZE(-1)VALIDATE("123456789"):T
140 IF T<9 THEN 190 ELSE DISPLAY AT(6,1)ERASE ALL BEEP:"YOU MUST MODIFY LINES 480 AND 490 BEFORE PROCEEDING.": : "MODIFY THE
FILE PARAMETES"
150 DISPLAY AT(10,1): "ON LINE 490.": : "IF THE FILE IS A DISPLAY TYPE, LINE 490 SHOULD READ: F=1": : "IF THE FILE IS AN
INTERNAL"
160 DISPLAY AT(17,1): "TYPE, LINE 490 SHOULD READ: F=2"
170 DISPLAY AT(20,1): "THEN RE-PUN THE PROGRAM AND SELECT THE 'USER-DEFNED' FILE TYPE." :: END
180 CALL HCHAR(6,1,32,416)::DISPLAY AT(6,1)BEEP:"Device.Filename": ">":ACCEPT AT(7,2):FILE$
190 ON T GOSUB 380,390,400,410,420,430,440,450
200 DISPLAY AT(9,1)BEEP:"Printout of File? (Y/N)": ">N" :: ACCEPT AT(10,2)SIZE(-1):P$
210 IF P$="N" THEN 300
220 DISPLAY AT(12,1)BEEP:"Printer Devicename": ">RS232/2.BA=9600" :: ACCEPT AT(13,2)SIZE(-27):P$
230 OPEN #2:P$,OUTPUT,DISPLAY
240 IF EOF(1)THEN 360
250 ON F GOTO 260,270
260 LINPUT #1:A$ :: GOTO 290
270 INPUT #1:A$
280 CALL KEY(O,K,S)::IF S<>0 THEN 290 ELSE PRINT A$ :: PRINT #2:A$
290 GOTO 240
300 IF EOF(1) THEN 370
310 ON F GOTO 320,330
320 LINPUT #1:A$::GOTO 340
330 INPUT #1:A$
340 CALL KEY(O,K,S):: IF S<>0 THEN 340 ELSE PRINT A$
350 GOTO 300
360 CLOSE #2
370 CLOSE #1 :: END
380 F=1 :: OPEN #1:FILE$,INPUT,DISPLAY,VARIABLE 80::RETURN
390 F=1 :: OPEN #1:FILE$,INPUT,DISPLAY,FIXED 80::RETURN
400 F=1 :: OPEN #1:FILE$,INPUT,DISPLAY,VARIABLE 254::RETURN
410 F=1 :: OPEN #1:FILE$,INPUT,DISPLAY,FIXED 254::RETURN
420 F=1 :: OPEN #1:FILE$,INPUT,DISPLAY,VARIABLE 163::RETURN
430 F=2 :: OPEN #1:FILE$,INPUT,INTERNAL,VARIABLE 254::RETURN
440 F=2 :: OPEN #1:FILE$,INPUT,INTERNAL,FIXED 254::RETURN
450 OPEN #1:FILE$,INPUT,INTERNAL,FIXED 80
460 F=2
470 RETURN
.....
```



↑
from PUG

01 HIGH SCORE ◀9999999▶
YOUR SCORE ◀9999999▶



Hyphenator -another review
by Bill Harms

Last month's article in ROM sparked a few thoughts, as do most of Newt Armstrong's articles. The freeware program by Wayne Stith might appeal to some folks, so here's a way to get it. Write Wayne Stith at 715 Timken Drive, Richmond, VA 23229. Send him \$10.00 or \$15.00 to get the assembly language source code also. I think this program is very good and includes rather good instructions.

It quickly reads a D/V-80 file flashing a paragraph or screenfull of text onto the screen and awaits your desire to hyphenate a word or not. As Newt said, it does take some time to go through a big document, until you get used to the program.

Hyphenating words at the end of a line makes the text look better whether it's right justified or not, but is it easier to read? If writers would stick to short 2 syllable words, there wouldn't be much need to hyphenate in the first place. You'll notice I didn't bother to do it in this article.* I notice that many books, newspapers, and magazines do it rarely, even when proportional spacing is done.

However, trying to hyphenate manually while using TI-Writer, especially when using a screen width less than the print-out width can be rather hard. This program can save time. It runs out of EA Option 5 or TI-Writer Option 3.

There are other TI-Writer side-kicks. I've used some other programs that deal with TI-Writer files and provide added value.

TI-Sort by D.R.Romer & J.Clulow

Spellchecker by Dragonslayer

Sort and Spell by Software Specialties, Inc.

TI-Artist pictures conversion by several incl. R.M.Mitchell.

TIWRITMAIL by Bill Harms (me) [Mailist program uses TI-Writer as the file. Has Label/Form letter Value File operations]

FAST-SCREEN (Screen Maker) by me too. [simple block char./text file is created that incl. Transliterates to load into TI-Writer]

* I did. It took 10 minuets (by hand), and I found three that could be split, according to the rules in my spelling dictionary. I'd rather have a program that would right justify using proportional spacing. JNA.

FAST-PRINT by me too. [All purpose printer commands test and save as transliterates to load into TI-Writer]

STRING MASTER by R.M.Mitchell

Convert to Microsoft Multiplan by R.M.Mitchell

Sideways by Tom Freeman

SIDEPRINT by Jim Swedlow

PRINTIT by Roger Merritt

Font Writer by J.Peter Hoddie

Hardcopy disk directory by (no one yet).

Add numbers in columns in TI-Writer saved with Print File as "F DSKn1.filename". It was in MICROpendium, I believe. You could write you own easily.

Many others, the above being just a few to investigate. Let us know of any good ones you've used.

Here are their addresses:

Bill Harms, 6527 Hayes Court, Chino, CA 91710.

R.M.Mitchell, Bytemaster Computer Services, 171 Mustang St., Sulphur, LA 70663

Software Specialties, Inc., P.O.Box 3304, Evergreen CO 80439

Dragonslayer American Software Co., Thomas W. Kirk, 2606 Ponderosa Drive, Omaha, NE 68123

David R.Romer, 213 Earl St., Walbridge, OH 43465

Jim Swedlow, 7301 Kirby Way, Stanton, CA 90680

Roger Merritt, 1949 Evergreen Ave, Fullerton, CA

Tom Freeman, c/o LA 99ers, P.O.Box 3547, Los Angeles, CA 90247

J.Peter Hoddie, via Asgard Software, P.O.Box 10306, Rockville, MD 20850

Write them first for cost, etc.

-- E X P L O R E -- In Harms' Way

BUYING INFOCOM GAMES

Curtis Alan Provance
Paragon Computing

You are seated at a kitchen table.

A telephone hangs on the wall nearby.

There is a stack of papers on the table.

>TAKE PHONE

You can't reach the telephone while you are sitting down.

>STAND UP THEN TAKE PHONE

Standing.

Telephone: you can't take it; it is securely fastened to the wall.

>MAKE CALL

Whom should I call?

>INFOCOM

Not THE Infocom - manufacturer of the finest Interactive Fiction games this side of Betelgeuse?!

>YES!

INFOCOM no longer manufactures games for the TI 99/4A. Do you still want to call them?

>YES!!

They're very busy running hermit crab races....

Are you absolutely sure you want to bother them?

>YES!!!

(OK, just checking)

Calling Infocom at 1-800-262-6868....

A very polite person has answered and wants to know how INFOCOM may help you.

>ORDER ALL GAMES

Sorry, all games are not available for the TI. You may only order the following items:

STOCK # TITLE

I21-T12 ZORK I

I23-T12 ZORK III

I24-T12 ENCHANTER

I25-T12 SORCERER

IM1-T12 DEADLINE

IM2-T12 WITNESS

IS1-T12 STARCROSS

IS2-T12 SUSPENDED

IS3-T12 PLANETFALL

IS4-T12 HITCHHIKER'S GUIDE TO THE GALAXY

IA1-T12 INFIDEL

IA3-T12 CUTTHROATS

ID2-T12 SAMPLER (at \$4.95)

>WHAT ARE THE COSTS?

Each game is \$14.95 (except the sampler). There is a \$2.00 shipping charge per game and a \$2.00 phone charge if your total order is less than \$15.00.

>WHEN WILL I GET MY GAMES?

You don't have any games.

>ORDER ALL AVAILABLE GAMES

Ordered.

>WHEN WILL I GET MY GAMES?

Your games should arrive within ten days.

>CURTIS PROVANCE GOT HIS ORDER IN THREE DAYS!

Exceptional people get exceptional service.

You are wasting the operator's time. Do you want anything else?

>HANG UP. CAN I EXCHANGE DISKS FROM OTHER COMPUTERS?

(telephone)

The telephone is now hung up.

Yes. Send the original disk, \$10, and your request to:

INFOCOM

125 Cambridge Drive

Cambridge, MA 02140

You may only exchange disks if the game is available (see list above). You must also exchange for the same game. For example, you may send in a ZORK I disk from an Apple IIe and get a ZORK I disk for the TI 99/4A.

>HOW CAN I GET ZORK II?

How should I know? I'm just a stupid newsletter article.

Perhaps you should stop spending so much time on the computer and take up a more useful hobby - like reading.

>READ THE TRITON CATALOG

I don't see a catalog here!

>TAKE STACK OF PAPERS THEN READ IT

You can not reach the papers from where you are standing.

>SIT DOWN THEN TAKE STACK THEN READ IT

You are seated at a kitchen table.

Taken.

The stack of papers appears to be bound together. The papers are colorful and smooth to the touch.

You draw the stack of papers closer to your myopic eyes. The collection of papers is actually the Spring TRITON catalog! It is opened to page 13. You see an order form and game descriptions.

>READ ZORK DESCRIPTION

Which description do you want to read, the ZORK I description, ZORK II description, or ZORK III description?

>READ ZORK II DESCRIPTION

Someone has spilled raspberry yogurt on the ZORK II description. The stock number and price appear to have survived, however.

>READ STOCK NUMBER, PRICE

The stock number is BHEJ. The price is \$19.95.

>READ ORDER FORM

There are too many numbers and characters. You would get a migraine if you read them all without your glasses.

>READ NUMBERS ON ORDER FORM

There is a bold number which looks like a phone number - 1-800-227-6900. There is another number which looks like a shipping charge - \$3.90.

>MAKE CALL

You can't reach the telephone while you are sitting down.

from New Hampshire 99ers