

A Short Banner Program

by Tony Falco

There have been numerous banner programs found in this newsletter over the years. So why another one? This one is shorter than most and it allows more options than others that I have seen.

The banner program listed below allows the user to pick ten different character sizes. You simply pick a magnification from 1 (8x8 characters) to 10 (80x80 characters) to get the desired size. In addition you can print the banner either horizontally or vertically.

The program was designed for the Gemini 10X printer but it should run on any other printer. You may need to change line 10 for other printers. This line sets the line feed size to 1/12 inch.

This program also shares some disadvantages with other programs. It uses the built in T.I. character set and so with high magnification some letters having diagonal lines (N,R and X for example) do not look too pleasing. It also tends to be slow, pausing to convert from hex to decimal to binary (see subprograms in lines 75-95) after each character.

```
10 OPEN #1:"PIO" :: PRINT #1
:CHR$(27);CHR$(65);CHR$(6)::
  CALL CLEAR
15 INPUT "HORIZONTAL/VERTICAL (H/V)":MD$ :: INPUT "MAGNIFICATION(1-10)":MG
20 INPUT "MESSAGE==>":M$ ::
  FOR X=1 TO LEN(M$):: D=ASC(SEG$(M$,X,1))
25 CALL CHARPAT(D,P$):: FOR
Y=1 TO 8 :: G$=SEG$(P$,2*Y-1,1)
30 CALL HEX_BIN(G$,B$):: K$=
SEG$(P$,2*Y,1):: CALL HEX_BIN(K$,C$)
35 FOR I=1 TO 4 :: A$(Y,I)=SEG$(B$,I,1):: NEXT I
40 FOR I=5 TO 8 :: A$(Y,I)=SEG$(C$,I-4,1):: NEXT I :: NEXT Y
45 PRINT #1:CHR$(27);CHR$(77);CHR$(40-4*MG):: IF MD$="H"
  THEN 60
50 FOR Y=1 TO 8 :: FOR J=1 TO 8
  0 MG :: FOR I=1 TO 8 :: PRINT #1:RPT$(A$(Y,I),MG);
  55 NEXT I :: PRINT #1 :: NEXT J :: NEXT Y :: GOTO 70
60 FOR Y=1 TO 8 :: FOR J=1 TO 8
  0 MG :: FOR I=1 TO 8 :: PRINT #1:RPT$(A$(9-I,Y),MG);
  65 NEXT I :: PRINT #1 :: NEXT J :: NEXT Y
70 NEXT X :: CLOSE #1
75 SUB DEC(HX$,DD):: V=ASC(HX$):: DD=(V-48)*(V>47)*(V<58)+(55-V)*(V>64):: SUBEND
80 SUB BINARY(DD,BD$):: BD$="" :: FOR X=3 TO 0 STEP -1
  85 IF DD>=2^X THEN DG$=CHR$(79):: DD=DD-2^X ELSE DG$=""
  90 BD$=BD$&DG$ :: NEXT X :: SUBEND
95 SUB HEX_BIN(HX$,B$):: CALL DEC(HX$,D):: CALL BINARY(D,B$):: SUBEND
```

CHRIS 7542
1 (814) 862-5904
210 MCKEAN HALL
UNIVERSITY PARK, PA
16802

* IMPACT/99 *

by JACK SUGHRUE
Box 459
East Douglas, MA 01516

OUR 99er LIFELINES

QUESTION: What's the most important part of the TI/99-4A computer?

ANSWER: The monthly newsletters written about, on, by, for, with, to, and from the 99 and/or 99ers. They are THE lifelines of our machines. This massive newsletter link keeps us an entity, a community.

There are lots of hardworking BBS activists who are as important to the worldwide TI community as the newsletter editors but their final impact is different. There are about 1800 non-modemed, active, newsletter-reading 99ers for each active modemed BBSer. So, to begin with, the newsletter readers worldwide are a gigantic portion of 99ers whose only enhanced experiences are through the newsletters.

Most newsletters do reprints from other newsletters, which is a good thing. Almost all user groups exchange newsletters, and we all learn from these exchanges. We learn what new products are coming out. Where and when the next TI faires will take place. How to use a new piece of software (like TI-BASE). What to do when something doesn't work. How users feel about a given product. There are also some wonderful teachers (like Jim Peterson, Chick De Marti, Anne Dhein, Martin Smoley, Harry Brashear, Bill Gaskill, Tom Arnold, Deanna Sheridan, Syles Bazerman, Tony McGovern, Jim Swedlow, Mickey Schmitt, Charles Good, John Willforth, to name too few.)

Because each newsletter is SO distinctive, each gives options that couldn't be provided in any other way. There are some that are controversial and cantankerous (and badly needed to keep us on our collective toes). Some that are TOTALLY original; others that are very serious; still others that are very funny; and more that are quite eclectic - all reflecting the needs, desires, and abilities of the users; emphasizing hardware or graphics or utilities almost exclusively.

I'm often asked what the best newsletter in the world is. I don't think there is any such thing.

For those people who like to type in programs, the newsletters that have them wins out. For the fearless who love to rip apart things and solder all over the place, the hardware newsletters are best. For those who like the profoundly esoteric and philosophic the newsletters carrying IMPACT/99 are the best.

Personally, I ♥ the variety of the newsletters. I get about 75 a month and can honestly say that Canada and Australia certainly give America, the home of TI, a run for its money. There is something to suit everybody in the TI World, and I wouldn't presume to pick the World's Best.

However...

There are lots of ways to improve weak newsletters; ways that are discussed often by user/readers.

1) Because so many newsletters now exchange, LIMIT the amount of low interest matericals. If your newsletter devotes a large amount of space to the business meeting and treasurer's report and time and place of the next meeting you can count on a drastic drop in readership and membership. Rightly so. Put that stuff on a single page insert or, better still, announce at the meeting. Don't waste valuable space.

energy, time, printing costs with boring info.

2) Add some graphics. The TI (with MAX-RLE, GRAPH-X, TI-ARTIST, CONVERT, PICTURE IT, PICASSO, CSGD, etc. has a wealth of wonderful stuff. There are so many programs that can even INSERT stuff into text, if you don't want to paste up, that it seems foolish not to grab someone's attention with graphics.

3) List your library, even in pieces. This month: Music; next month: Games. Whatever. This is important for members and exchanges. Be sure to put it on disk, too.

4) Use people's talents. If someone is good at assembly, encourage her/him to write an article(s) about assembly. If someone got a new program off the BBS, have him/her demo it and write about it. Be sure to write about all the people who demo or in any way share with the club. These people don't get paid. They need and deserve the reward of recognition in their own newsletters.

5) Gripe! By having a little gripe column, the TI World will change. It's as important to have a legitimate gripe as it is to have legitimate praise.

6) Thus, praise. If someone has found a program they like or love, encourage them to write about it. Or, because you are editor or writer, encourage them to demo it and YOU write it up for the newsletter.

7) Look through other newsletters. If an article interests YOU it'll probably interest your readers.

8) But be careful. Very few people have RAMdisks, Geneves, Triple-Tech Cards, or whatever. Most TI owners don't even have disk drives. Try to encourage them to get drives but don't overlook them. (You might write about options - add-on printers, 32K, etc.)

9) GET A DECENT ORIGINAL COPY! Change your ribbon or get someone else to make the original or go to another printer. There are lots of yucky, hard-to-read newsletters out there. Do something about it.

10) Sneak. Find someone who has easy access to a copier. Then make one picture-perfect copy (THAT IS THE BIG THING!) even if it costs you, and then have your friend make the copies. Now, user groups are getting smaller and smaller - BUT cleverer and cleverer and stronger and stronger. Let's exhibit these ideal characteristics in our newsletters.

11) Find out the maximum pages you can send through the mail for \$.25 or (the next step) \$.45 by going to the post office and having them EXACTLY weigh the number of pieces of paper of the kind you use. Then do EVERYTHING based on that specific. Including reproducing, reducing, pasting in graphics, and so on. Remember to eliminate all the local garbage. Nobody reads it, including the locals. And you can really get some good stuff into the expanded package.

12) Set goals. Make a club goal each year. Then work towards it and publicize it. Some clubs (like Connecticut's tiny NUTMEG 99er group create original programs and TI artifacts for faire sales each year). Though it's a good fundraising idea, it is more important that the WHOLE club work actively toward these newsletter-encouraged goals and share them with the whole TI community.

13) Finally, praise the heroic efforts of your newsletter editor publicly and often.

TIs are on their last 8 or 10 years. It's too short a time to have squabbles and to complain about who does more work at meetings. We're all smallifying, and it is not a comfortable feeling. Let's pull together as tightly as we can for as long a time as we've got.

The 4A is still a remarkable computer. There are still remarkable things being done to and for it. Let our readers know.

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#47

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programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

If you bought my C11 disk, Kid's Games, please check line 100 of the Butterfly and Flowers program and, if necessary, change it to -
1000 CALL CLEAR :: CALL SCREEN(4).

If you bought my C12 disk, More Games, and have trouble loading Lost Plane and Andromedan Invasion, please go to line 1000 of the LOAD program and change *TC-18* to *TC-18 and *TC-23* to *TC-23. Or, return the disks to me and I will fix them.

Thanks to Ollie Hebert for this fix to the Gordian Knot in Tips #36. This will keep it from running off the edge and crashing in the automatic mode.

```
270 GOSUB 480 :: R=R-24*(R<1)+24*(R>24):: C=C-28*(C<3)+28*(C>30):: CH=128-(D=1)-(D=3):: CALL GCHAR(R,C,G):: IF G<>32 THEN IF INT(2*RND+1)<>1 THEN CH=G
```

The trouble with me is that, before I finish one program I've thought of another that I want to try writing - and so I don't take time to test completed programs as well as I should. The Decompactor in Tips #35 was one that should have been tested more thoroughly. I think this version will work. It will break an XBasic program into single-statement lines to make it easier to modify. Then, John Dow's Compactor or a similar program will put it back together.

```
100 !DECOMPACTER V.1.1 by Jim Peterson fixed 12/87
110 DISPLAY AT(3,1)ERASE ALL
```

```
:"TIGERCUB DECOMPACTER V.1.1
": : " Program must first be
-": : "RESequenced to greater
in-": : "crements than the num
ber"
120 DISPLAY AT(9,1): "of stat
ements in any one": "line.":
: "SAVEd by": " SAVE DSK(file
name),MERGE"
130 DISPLAY AT(16,1): "INPUT
FILENAME?": "DSK" :: ACCEPT A
T(17,4): IF$
140 DISPLAY AT(16,1)ERASE AL
L: "OUTPUT FILENAME?": "DSK" :
: ACCEPT AT(17,4): OF$
150 OPEN #1: "DSK"&IF$, INPUT
, VARIABLE 163 :: OPEN #2: "DS
K"&OF$, OUTPUT, VARIABLE 163
160 LINPUT #1: M$ :: LN=ASC(S
EG$(M$,1,1))*256+ASC(SEG$(M$
,2,1)):: IF LN>LN2 THEN 180
170 DISPLAY AT(12,1)ERASE AL
L BEEP: "ERROR! RESEQUENCE PR
OGRAM TO": "GREATER INCREMENT
S AND TRY": "AGAIN." :: CLOSE
#1 :: CLOSE #2 :: STOP
180 LN2=LN
190 P=POS(M$,CHR$(130),3)::
IF P=0 THEN PRINT #2: M$ :: G
OTO 260
200 A$=SEG$(M$,1,P-1):: R=PO
S(A$,CHR$(132),3):: S=POS(A$
,CHR$(201),3)
210 IF R=0 THEN PRINT #2: A$&
CHR$(0):: GOTO 250
220 IF S=0 AND R<>0 THEN PRI
NT #2: M$ :: GOTO 260
230 IF S<>0 THEN IF S-R<3 TH
EN PRINT #2: A$&CHR$(0):: GOT
O 250
240 PRINT #2: M$ :: GOTO 260
250 LN=LN+1 :: LN2=LN :: GOS
UB 270 :: M$=LN$&SEG$(M$,P+1
,255):: GOTO 190
260 IF EOF(1)<>1 THEN 160 EL
SE CLOSE #1 :: CLOSE #2 :: D
ISPLAY AT(12,1)ERASE ALL: "En
ter NEW": : "Then Enter": " M
ERGE DSK"&OF$ :: END
270 LN$=CHR$(INT(LN/256))&CH
R$(LN-256*INT(LN/256)):: RET
URN
```

If you have my BXB routine from Tips #40 (corrected in Tips #42) or from my TIPS disk Vol. 4 or NUTS & BOLTS #3, or Genial Traveller Vol. 1 No. 6, here is a neat improvement that Barry Traver

thought of. Key this in, run it to create a merge file on a disk. Then clear memory with NEW, merge in BXB, then MERGE DSK1.LINEZERO, and now save BXB again in merge format and it will CALL itself from line zero (and do something else that I'm not going to tell you about!

```
100 OPEN #1:"DSK1.LINEZERO",
VARIABLE 163,OUTPUT
110 M#=CHR$(0)&CHR$(0)&CHR$(
157)&CHR$(200)&CHR$(3)&"BXB"
&CHR$(130)&CHR$(157)&CHR$(20
0)&CHR$(4)&"CHAR"&CHR$(183)&
CHR$(200)&CHR$(2)&"30"
120 M#=M#&CHR$(179)&CHR$(199
)&CHR$(16)&"81C37EA58199663C
"&CHR$(182)&CHR$(0):: PRINT
#1:M# :: PRINT #1:CHR$(255)&
CHR$(255)
```

And if you have merged in BXB, the edge character (ASCII 31) can be reidentified and colored (set 0) to give the screen an ornamental border.

```
100 CALL CHAR(31,"0"):: CALL
CLEAR :: FOR J=1 TO 24 :: P
RINT :: NEXT J :: CALL CHAR(
31,"1824429999422418"):: CAL
L COLOR(0,5,16)
```

Here is an improved version of the CATWRITER program to create the Tigercub QUICKLOADER, which is intended for disks of programs which you have filled and do not plan to change. It will read the directory, display each filename, and ask you for the complete program name of each one. Then it prepares a program which displays one or more menu screens of complete program names, and auto-loads whichever one you select.

First, key in this part and save it to disk by SAVE DSK1.CAT1,MERGE. If you want, you can change the screen and character colors in line 10. Don't change the line numbers!

```
10 CALL CLEAR :: DIM M$(127)
:: CALL SCREEN(5):: FOR S=0
TO 14 :: CALL COLOR(S,16,1):
: NEXT S :: CALL PEEK(8198,A
):: IF A<>170 THEN CALL INIT
11 REM (leave this in!)
12 ON WARNING NEXT :: GOSUB
21
13 X=X+1 :: READ M$(X):: IF
M$(X)<>"END" THEN 13
14 R=3 :: FOR J=1 TO X-1 ::
READ X$ :: DISPLAY AT(R,1):S
TR$(J);TAB(4);X$ :: R=R+1 ::
IF R<23 THEN 17
15 DISPLAY AT(24,1):"Choice?
or 0 to continue 0" :: ACCE
PT AT(24,26)VALIDATE(DIGIT)S
IZE(-3):N :: IF N>X-1 THEN 1
5
16 IF N<>0 THEN 19 :: R=3
17 NEXT J
18 DISPLAY AT(24,1):"Choice?
" :: ACCEPT AT(24,9)VALIDATE
(DIGIT):N :: IF N=0 OR N>X-1
THEN 18
19 CALL CHARSET :: CALL CLEA
R :: CALL SCREEN(8):: CALL P
EEK(-31952,A,B):: CALL PEEK(
A*256+B-65534,A,B):: C=A*256
+B-65534 :: A#="DSK1."&M$(N)
:: CALL LOAD(C,LEN(A#))
20 FOR J=1 TO LEN(A#):: CALL
LOAD(C+J,ASC(SEG$(A#,J,1)))
:: NEXT J :: CALL LOAD(C+J,0
):: GOTO 10000
21 CALL LOAD(8196,63,248)
22 CALL LOAD(16376,67,85,82,
83,79,82,48,8)
23 CALL LOAD(12288,129,195,1
26,165,129,153,102,60)
24 CALL LOAD(12296,2,0,3,240
,2,1,48,0,2,2,0,8,4,32,32,36
,4,91)
25 CALL LINK("CURSOR"):: RET
URN
10000 RUN "DSK1.1234567890"
```

Next, key in this little routine and run it to create a file called CAT2.

```
100 OPEN #1:"DSK1.CAT1",VARI
ABLE 163,INPUT
110 OPEN #2:"DSK1.CAT2",VARI
ABLE 163,OUTPUT
120 FOR J=10 TO 26 :: LINPUT
#1:M# :: PRINT #2:CHR$(0)&C
HR$(J)&CHR$(156)&CHR$(253)&C
HR$(200)&CHR$(1)&"2"&CHR$(18
```

```

1)&CHR$(199)&CHR$(LEN(M$))&M
$&CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)&CHR$(
255):: CLOSE #1 :: CLOSE #2

```

Finally, key in CATMATRIX. Leave the line numbers as they are, we need that space after line 9. Then MERGE in DSK1.CAT2 to combine the two, and SAVE.

```

1 CALL CLEAR :: CALL TITLE(1
6,"CATWRITER"):: CALL CHAR(1
24,"3C4299A1A199423C"):: DIS
PLAY AT(2,10):"Version 1.3":
;:TAB(8);"! Tigercub Softwar
e"
2 DISPLAY AT(15,1):"For free
":"distribution":"but no pri
ce or":"copying fee":"to be
charged." :: FOR D=1 TO 500
:: NEXT D :: CALL DELSPRITE(
ALL)
3 DISPLAY AT(2,3)ERASE ALL:"
TIGERCUB CATWRITER V.1.3":;:
" Will read a disk directory
,":"request an actual progra
m":"name for each program-ty
pe"
4 DISPLAY AT(7,1):"filename,
and create a merg-":"able Q
uickloader which dis-":"play
s full program names and":"r
uns a selected program."
5 DISPLAY AT(12,1):" Place d
isk to be cataloged":"in dri
ve 1 and press any key" :: C
ALL KEY(0,K,S):: IF S=0 THEN
5
9 OPEN #2:"DSK1.CATMERGE",VA
RIABLE 163,OUTPUT
100 OPEN #1:"DSK1.",INPUT ,R
ELATIVE,INTERNAL :: INPUT #1
:N$,A,J,K :: LN=1000 :: FN=1
100
110 DISPLAY AT(12,1):"Disk n
ame?":;:N$ :: ACCEPT AT(14,1
)SIZE(-28):N$ :: LX$=STR$(14
-LEN(N$)/2):: LXLEN=LEN(LX$)
120 PR$=CHR$(0)&CHR$(11)&CHR
$(162)&CHR$(240)&CHR$(183)&C
HR$(200)&CHR$(1)&"1"&CHR$(17
9)&CHR$(200)&CHR$(LXLEN)&LX$
130 PR$=PR$&CHR$(182)&CHR$(1
81)&CHR$(199)&CHR$(LEN(N$))&
N$&CHR$(0):: PRINT #2:PR$
140 X=X+1 :: INPUT #1:P$,A,J
,B :: IF LEN(P$)=0 THEN 180
:: IF ABS(A)=5 OR ABS(A)=4 A

```

```

ND B=254 THEN 150 ELSE X=X-1
:: GOTO 140
150 DISPLAY AT(12,1):P$;"
PROGRAM NAME?" :: ACCEPT AT
(14,1)SIZE(25):F$
160 PRINT #2:CHR$(INT(FN/256
))&CHR$(FN-256*INT(FN/256))&
CHR$(147)&CHR$(200)&CHR$(LEN
(F$))&F$&CHR$(0):: FN=FN+1
170 M$=M$&CHR$(200)&CHR$(LEN
(P$))&P$&CHR$(179):: IF X<11
THEN 140
180 IF M$="" THEN 200
190 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&SEG$(M$,1,LEN(M$)-
1)&CHR$(0):: LN=LN+1 :: M$=""
" :: X=0 :: IF LEN(P$)<>0 TH
EN 140
200 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&CHR$(200)&CHR$(3)&
"END"&CHR$(0)
210 PRINT #2:CHR$(255)&CHR$(
255):: CLOSE #1 :: CLOSE #2
220 DISPLAY AT(8,1)ERASE ALL
:"Enter -":;:" NEW":;:" ME
RGE DSK1.CATMERGE":;:" DELE
TE ""DSK1.CATMERGE""":;:" S
AVE DSK1.LOAD"
230 SUB TITLE(S,T$)
240 CALL SCREEN(S):: L=LEN(T
$):: CALL MAGNIFY(2)
250 FOR J=1 TO L :: CALL SPR
ITE(#J,ASC(SEG$(T$,J,1)),J+1
-(J+1=5)+(J+1=5+13)+(J>14)*1
3,J*(170/L),10+J*(200/L))::
NEXT J
260 SUBEND

```

Mike Stanfill and Ed Machonis and others have been publishing some neat little single-screen "tinygram" programs, so here is my contribution. It's a one-screen one-liner!

```

1 RANDOMIZE :: PRINT : : : :
: :: A=INT(RND*7):: B=INT(R
ND*9+1):: FOR X=1 TO 5 :: Y=
A*X^2-B*X+B :: PRINT Y;:: NE
XT X :: Y=A*X^2-B*X+B :: PRI
NT : : : : INPUT "GUESS NEXT
NUMBER":N :: IF N=Y THEN PRI
NT "RIGHT" :: GOTO 1 ELSE P
RINT "CORRECT IS":Y :: GOTO
1

```

MEMORY FULL! - Jim Peterson

MARCH 14, 1989 HAPPY ST. PATRICK'S DAY!!!

MUNCH OFFICERS AND NUMBERS (all in 508 area unless noted)

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+++++++	Jack Sughrue	476/7630

HELP WANTED!!!. I will need help covering our table at the April 1st Fair. I would like at least one person to help me cover 9:30 to 1:00 and another person to cover from 1:00 to close (about 4:30). If we don't get free passes for you from the BCS, the club will pay your admission fee. I am working on the assumption that User's Groups will be welcome at the Fair, but we still haven't received any communication from the BCS as of March 6th. Vendors received their invitations about a month ago. If you are going to bring things to sell to the fair, remember to mark prices and give me an inventory list of what you bring and the price asked.

FEBRUARY MEETING. There were 17 members at the meeting the highlight of which was the arrival of the latest version of Funnelweb thanks to Jack Sughrue. It seemed like everyone wanted a copy of the most popular program. We decided to sell the Complete T.I. Adventure as a set and not individual disks. A set is expected to take up 10 disks and will be priced at 18.95. Jack is getting members together to get the disks copied once we receive them, archived, from the Western New York group. The assembly class met and had another very interesting discussion.

MARCH MEETING. The March meeting will feature Lou Holmes discussion on the configure function of Funnelweb and in the spirit of the evening Jack Sughrue will demo Plus and some of its new features. We will also finalize plans for the Fair.

RAFFLE. Each month we have a raffle and the dollar donation per ticket helps to cover the monthly fee to rent the hall. This month's raffle will have a TI programming book, two educational game carts and at least one other item.

MONTHLY SALES. At each meeting you have the opportunity to buy and/or sell new or used hardware, software, books and original programs. Please have prices marked on any items you have to sell.

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meeting, please mail any library items to the group address which is listed on the cover of this newsletter. There are no late fees, we don't care how long they have been out, please return these items.

REPRINTS. Reprints of any items in this newsletter is permitted as long as credit is given to M.U.N.C.H.

ARTICLES. I am always looking for articles for this newsletter, anything which interests you will probably interest other members of the TI community, so please share your ideas and opinions with all of us.

