by JACK SUGHRUE
Box 459
East Douglas, MA 01516

HOW TO ORGANIZE YOUR LIFE

I ♥ the questions people ask me in letters. Though the advice I give is usually as valuable as pyrite, I give it anyway. Most readers of these articles these past seven years know I teach fifth grade, that I write books, that I drive very inexpensive standard shift cars (my four kids were in college at the same time a couple years ago), that I love to read James Joyce, P.G. Wodehouse, and Gertrude Stein, that my favorite musician is Keith Jarrett, that I love to watch movies and cook and swim and create string figures. But mostly I love to teach and do things related to teaching and TI computing (writing programs for school; creating environmental tool; [like PLUS!] for adults on the TI, still my favorite computer and my favorite tool/toy).

All of which is a long way around the questions I've been receiving of late. At least fifteen 99ers this past half year have asked me how I can organize my life in such a way as to accomplish all the different things I like doing. "Where do you find the time to do everything?" is often the way it's finally expressed.

Well, let me tell you how to organize your life.

Let's go back a year or so. My computer desks are always in a shambles. Stuff is piled all over the monitor and PBox and printer. Before I compute each day I gather up and take this stuff to other parts of this room and add to the piles there. I can never seem to get ahead of this. Those TI friends who've stayed overnight in this "spare room" have only seen it in the cleaned-up stage. Or almost. The bed is cleared off for the occasions.

I asked myself, "What IS all this stuff?"

Being modemless, I write LOTS of letters. About 35 a week. Many to fellow 99er computer loonies. I get lots of mail back I really look forward to and lots of mail I'm really sorry to see: the kind where you get on so many mailing lists you grow concerned over the world's tree population. The using up of the world's paper supply for the kind of junk mail I get is incredible.

As soon as my Fairware PLUS! disk was reviewed in MICROpendium and COMPUTER SHOPPER with my address, I began to get on lists of all the Bughouse Batties. Get rich schemes are the most frequent: send just $5.00 and mail the enclosed form to just 10 other people, etc. A modern-day version of the illegal pyramid clubs of the 50's. Then there are the "contest winner" or "you have been selected to receive" at some nominal cost or required purchase a "prize." The next most popular junk is to contribute to somebody's religion (preferably converting in the process - but not essential so long as the money is there). The fourth-most pile of junk is the catalogs. I get put on lists for the most extraordinary catalogs (provocative longerie, crocheting implements, tulip bulbs directly from Holland, abrasives [I figure MY personality doesn't need any.], joke items [like plastic doggie doo and bow ties that squirt water], and so on). And, lastly, the charities. Now, like most Americans, I contribute to quite a few favorite charities such as Greenpeace, Common Cause, Amnesty International, Cancer Fund. But, a few years ago I started sending my contributions in with

misspellings in my name. Jack Zughrue or Lughrue or Dughrue or whatever. Now I know exactly where any new piece of junkmail got my address and I just don't contribute there anymore. (None of the above, by the way, has sold my name yet.)

So a lot of this kind of paper garbage comes in every day. And I usually toss it on top of my printer desk or on top of my computers. If I take a minute before supper to sort the stuff out. I usually dump my briefcase full of my mail and papers to correct from school on the desks first, then put ESSENTIALS on top of the computers, so I won't start anything without having to remove these piles first. Then I put the next pile right next to the computers as this stuff has to get done later, though still immediately. The next piles are for the things that can wait. They just join the already waiting piles. The last pile or two is composed of stuff I will probably throw away if I take the trouble to look at it: most of what was mentioned above.

I really organized myself last fall and got grocery bags and marked them "#1" and "#2" and all the way to "#6", as I had six large piles by that time. The #1 bag had to be dealt with right away. And so on. This seemed to be working okay, except the bags numbered 3 and higher began to overflow. My computer room took on a look of post-Apocalypse desolation, and, Elaine, my patient wife was having difficulty with the patience. "Aha!" I thought. "I'll use the Sughrue Method of Educational Organization": what I do in my classroom. Why I hadn't thought of it before I don't know.

I jumped in my VW Fox Wagon and zipped down to the nearest supermarket and asked for a dozen banana boxes (which they throw away, so I was recycling to help the environment), loaded the car, and raced homeward. I don't know if you know what a banana box is. It's a wide, squat, very sturdy box with handle slots and an equally sturdy cover. I keep ALL my disks catalogued in banana boxes for nice storage and easy access. The boxes can be stored under beds or safely atop one another. Just about anything fits into them. You can paint or wallpaper them to match anything. My fifth-grade students refer to them as "wicked-awesome cartons."

And so by last month I just finished putting the contents of Bag #1 into Box #1, Bag #2 into Box #2; all the way up to #8. (By this time I had two MORE bags I called "MISC.") The other four boxes are for all the good things: TI newsletters, personal mail, manuals for the disks that require them and things relating to PLUS! and the public domain programs I write. These four kinds of things I sorted first using alphabetized file folders.

The only trouble is, I've had to add TWO MORE banana boxes this past month to house the overflow of Boxes #3-8.

Now here is the secret to How To Organize Your Life:

Once you have done all the above - from piles to bags to boxes - you will have noticed that the tops of your desks and computer equipment stay relatively clean.

Then take Boxes #3-10 to the dump. Save the empty banana boxes for later. Use the time you would have wasted dealing with the stuff in Boxes #3-10 by taking piano lessons or teaching your aardvark to fetch.

It's amazing what you can do with all that spare time. You might even get back to Video Chess or some of your oldies but definitely goodies. (Diablo and High Gravity being my two favorites.)

Matter of fact, I think I'll play with High Gravity right now.

See how easy organizing your life can be?

Teach Yourself BASIC

The Mysterious K

COMPUTERS USE a very simple code, called **binary,** to represent information. Binary is very simple; it uses only two symbols, 0 and 1. The symbols, 0 and 1, are called **binary digits,** or **bits.**

In a typical personal computer, information is stored in the **memory** of the computer. The memory consists of many thousands of bits organized as bunches of bits in **memory locations.**

One memory location can hold eight bits of information. A bunch of eight bits is called a **byte.** So . . . one memory location can hold eight bits, or one byte. The memory of a typical personal computer has many thousands of memory locations.

- One memory location can store eight bits.

- A group of eight bits is called a byte.

- So, a memory location can store one byte.

- A computer memory has many thousands of locations. So the memory can store many thousands of bytes.

Perhaps you have heard about the mysterious **K.** People say a computer has 128K or 256K or 512K—or more—bytes of memory.

- 1K bytes equals 2^{10} bytes equals 1024 bytes.

Use the computer to change 1K bytes or 256K bytes or 512K bytes to ordinary numbers.

- You type   PRINT 2^10

    It prints   1024

- You type   PRINT 256 * 2^10

    It prints   262144

- You type   PRINT 512 * 2^10

    It prints   524288

A BYTE IS AN OCTABIT!

REMEMBER
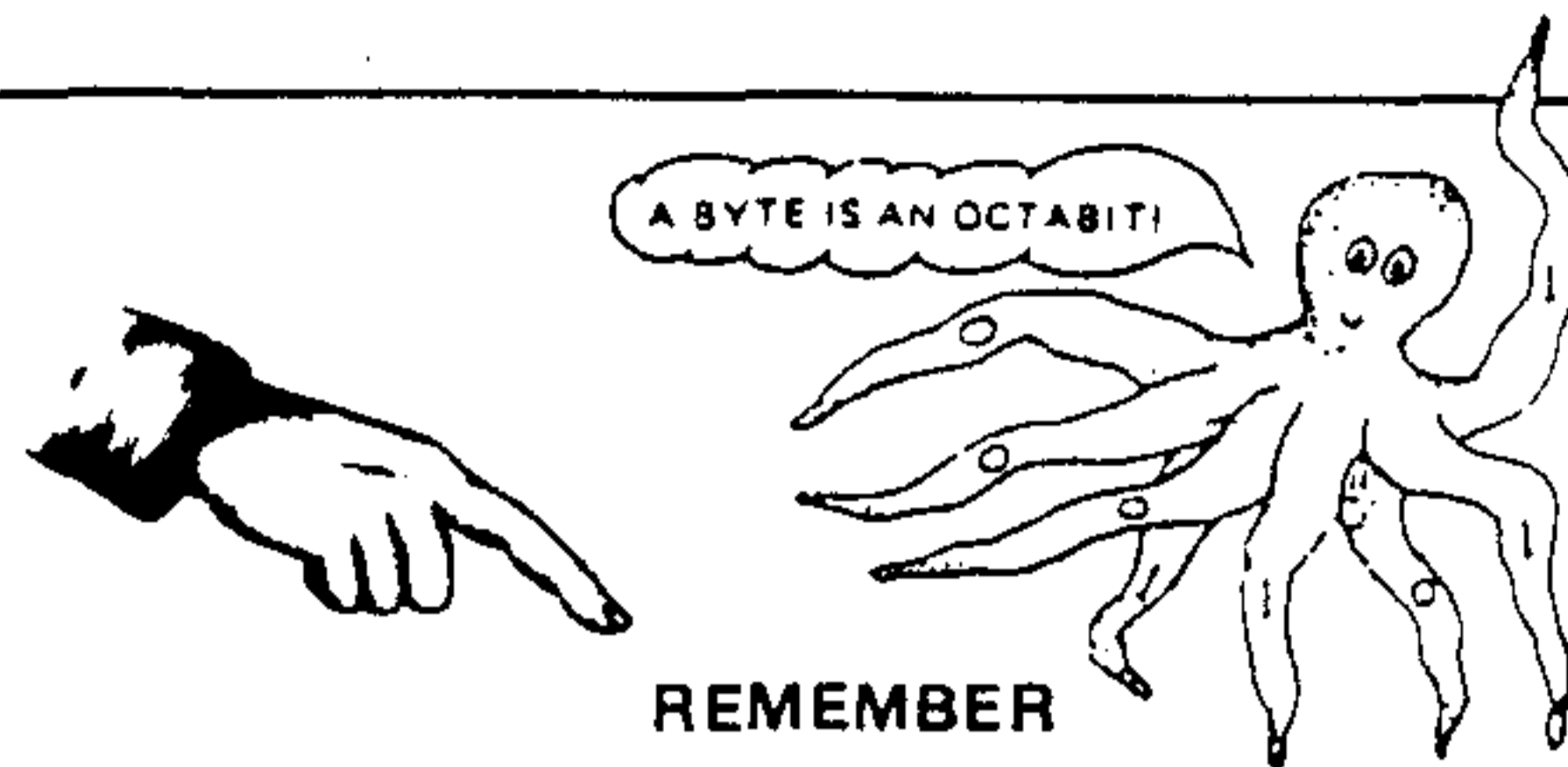
1K bytes = 2^{10} bytes = 1024 bytes
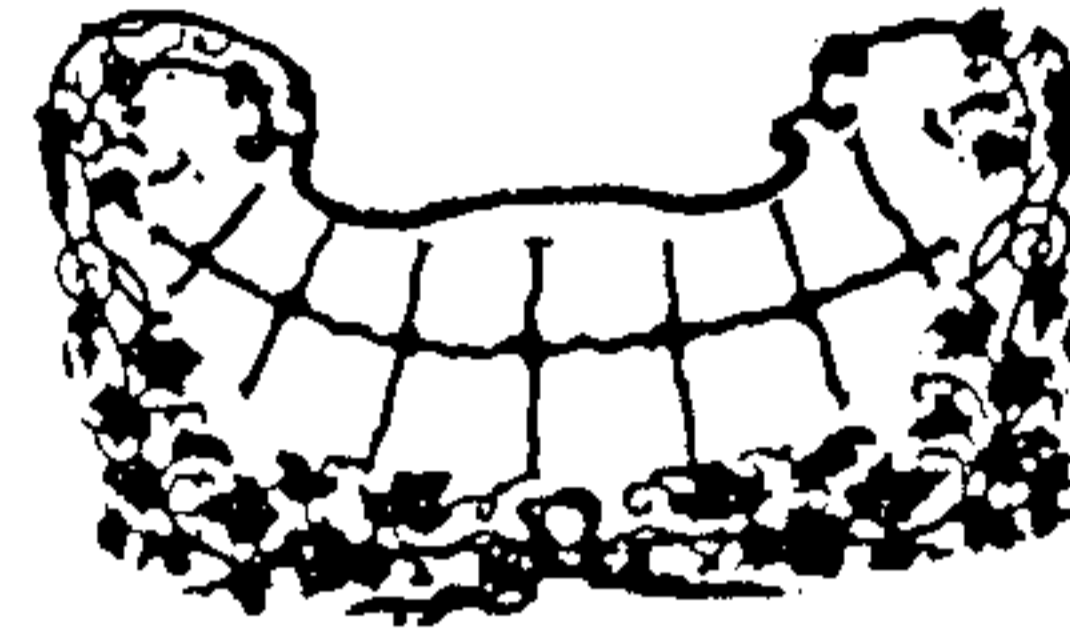
Perhaps you have heard the ancient story about the wise person who did a great service for a king. The king asked her what reward would be appropriate. Her request was simple. She asked only for grains of wheat, computed as follows:

On the first square of a chessboard, one grain of wheat. On the second square, two grains of wheat. On the third square, four grains of wheat. And so on, doubling at each new square.

On square number n, there are to be 2^{n-1} grains. Let's find out how many grains on square 16:

- You type   PRINT 2^15

    It prints   32768

Inexorably, the grains pile up. How many on square 64?

- You type   PRINT 2^63

    It prints   9.223372E+18

Yup, that's a lot of wheat, more wheat than existed in all the kingdoms everywhere. The king realized that he had been duped.

By Bob Albrecht and George Firedrake

This is the first of what I hope will be a series of non technical articles aimed at users who don't want to program but who would benefit from learning more about some of the enhancement utilities that are available for extended basic. These utilities are often no more difficult to use than DM-1000.

For our first example let's use Barry Boone's SYSTEX to improve the loading speed of the fantasy game CARFAX ABBEY. CARFAX ABBEY is a fairware game by David Vincent of Kent UK. This game uses 7 assembly language graphic routines that take over 1 minute to load. After these programs are in memory, the main program begins to load. From start to finish it takes about 3 minutes to get the program booted. Now this is a short time in geological terms, but it is forever and a day to a computer user soooo let's improve it.

First you'll need one disk drive , a back-up copy of CARFAX ABBEY and a copy of SYSTEX. Now turn on the TI. At the READY prompt type:

```
CALL INIT::CALL LOAD("DSK1.GRAPH1","DSK1.GRAPH2","DSK1.G
RAPH3","DSK1.GRAPH4","DSK1.GRAPH5","DSK1.GRAPH6","DSK1.G
RAPH7")
```

Place the disk containing CARFAX ABBEY in drive 1 and press enter. Now read the paper until the load is done. Place the SYSTEX disk in drive 1 and type:

```
RUN "DSK1.SYSTEX"
```

You will soon be asked if the assembly language routine has been loaded. Press "Y" then "ENTER". Now type:

```
11 RUN "DSK1.CARFAX"
```

Press "ENTER". Now type

```
SAVE DSK1.GRAPHICS
```

Place a formatted disk in drive 1 and press "ENTER". Believe it or not we have just performed a very delicate operation, 7 assembly language routines have just been disguised as 1 fast loading EXTENDED BASIC program. There will also be a saving of about 47 sectors of disk space. Place the copy of CARFAX ABBEY in drive 1 and type:

```
OLD DSK1.CARF/LOAD
```

Press enter. At the READY prompt type 440 and press the down arrow (Fnct x) you should see:

```
440 CALL INIT :: CALL LOAD("
DSK1.GRAPH1","DSK1.GRAPH2","
DSK1.GRAPH3","DSK1.GRAPH4","
DSK1.GRAPH5","DSK1.graph6","
DSK1.GRAPH7")
```

As you can see this is a step that we want to eliminate so press FCTN 3 followed by FCTN x. The display should now say

```
450 RUN "DSK1.CARFAX"
```

Rewrite the line to read

```
450 RUN "DSK1.GRAPHICS"
```

Now press ENTER, place the disk containing the the file we just created into drive 1, type

```
SAVE DSK1.LOAD
```

Press enter. The final step consists of transferring the needed files from the old CARFAX ABBEY disk to the new one the files that must be moved are:

```
CARFAX
CARFAX/DOCS
HELP  (if your disk has a file called CHEAT/NOTES,
       copy it and change its name to HELP)
```

I hope you have tried the steps listed above and don't forget to pay the authors if you make these programs a part of your library. SYSTEX can be applied to other programs like Steve McWatty's GRAPHIC LABELER or many others that load in assembly programs. Try it out, you'll get an error message if it doesn't work and you'll lose about 3 to 4 minutes of your time.

P.S. Let me know if the instructions are too detailed. I am aiming at the tyro and devout non programmer feedback from any source will accepted and acted upon as time and ability allow.

LETTER WRITING WITH PLUS! - A TUTORIAL
By: Paul Newmeyer - NorthCoast 99ers - Cleveland, Ohio

Would you like to learn how to use PLUS! to write a letter, utilizing the codes and templates found in PLUS!? Wonderful--then let's do it.

For this tutorial, assume two drives (a single drive will work). So, first load Funnelweb and go to Edit mode. Now put the PLUS! disk in drive 1 and work disk in drive 2.

After entering Editor mode, you'll find the cursor blinking on the command line. Enter LF and then enter DSK1.L3. Quickly you will see a template for writing letters. Don't be frightened by all this gaubly gook you now see on the screen. Instead, let's bravely march in and see how we can miraculously tame these squiggly microbes and produce a nice letter.

Before continuing, observe the first line of the template. Do you see the .IF DSK1.C3 statement? This include file contains all the transliteration codes you'll need to write a letter--underline, italics, double strike, etc. When you engage the Formatter they will load automaticaly.

Notice another nice feature here--your margins are set so you won't jump screens. I have one recommendation for you at this juncture--hit FCTN 0 to eliminate the line numbers from the side of the screen. If you must have them at any time, simply hit FCTN 0 again. FCTN 0 toggles them on and off. Not to contend with the screen jumping sideways, like a fast track of frogs, pleases me to no end.

OK, you're ready to correspond. All you have to do to write a letter is fill in the prompts. The first prompt asks for your street address, city, and zip. After filling in this data, your next prompt will ask for the date. Enter the date and come to the next prompt--the company name to whom you are writing. If this entry does not apply, delete that line.

The prompt now asks for the company's address, or the address of the person you are writing to, and the company president's name. Either fill that in or delete the line.

Now we are ready to enter the greeting--the person to whom you are writing. After entering that, you face a mass of % signs. Go right ahead and type over them with the body of your letter. When you finish entering the body of the letter, delete any remaining % signs.

Next you come to a string of ⟨ signs. Here you type over these signs and enter the Sender/Secretary initials. Delete any unused signs.

Finally we come to the signature. Type in your name and title. Then go back to the command line (FCTN 9), and type SF. At that you will be asked for the filename. Here enter DSK2.xxx. Now remove the Plus! disk and replace it with theFunnelweb disk. Load your Funnelweb Formatter. Then remove the Funnelweb disk and replace it with PLUS! and print the letter.

If you're like me, you will want to change some of the items in this letter format. Permit me to state how I would change them.

I frequently use a pre-printed letterhead, so I delete the lines containing your street, city and zip. At times I also eliminate the company name prompt. FCTN 3 is handy to do your line deleting work. Simply pretent you're Darth Vader and zap everything you don't like.

I don't like a double space set up for my letters, so I deleted the .LS 2 code. The letter then will print in single space. Another thing I don't like is the location of

the signature, so I replaced the ⟩LM 51 code with .CE 9. This resets the left margin to 6 and centers the following 9 lines.

Have you been catching on to the wonderful fact that you can change this letter format to suit your own tastes? Once you have a letter format you like, save it to disk so you don't have to reinvent the wheel each time you write a letter. You could save this format to a work disk, or you could save it back to DSK1.L3. However, if you save it back to L3, this will overwrite the current L3 file. Make sure you have a copy of PLUS! that you use only to make copies from. Never write to a master disk, because writing to it risks losing valuable files.

If you read this article and didn't try it out at the computer, you probably don't appreciate how easy it is to write a nice letter on our TI-99/4A.

NOTE: The following letter was sent to John Parken of TI-Chips by Will McGovern of Funnelweb dated Jan 9, 1989.

Dear John,

Thanks for your letter. I'll answer as Will, my 19 year old son, is fairly hopeless at answering letters. Besides, in the last year, he has amost entirely abandoned the TI for the Amiga, on which he is now a reasonbly expert assembly programmer. He left some items unfinished on the TI after putting in a lot of effort, e.g. an MS-DOS to TI file transfer programs, because there had been so little return on his earlier solo efforts. Perhaps that partially answers your questions.

We have just received a DIGIT AVPC and this has re-kindled some sparks of his interest in the TI. He has done an 80-column editor for this device now as a first effort.

As for response on FWB. For all we know FWB may well have become the most widely used fairware on the TI-99. In total the "fairware" receipts have been substantial - as hardware directly received as collective gifts or financed by the $'s it has fully equipped the basic expanded system we started with and has gotten a second one established too, with enough left over to have made the hobby interesting and self-perpetuating in a limited sense.

On the other hand, you wouldn't want to look at it as a bsuiness. In terms of hours spent on it, an all-consuming spare time effort over several years, much to the neglect of other interest, the gross return is better masured in cents/hour rather than $/hour.

Perhaps more disappointing is the value people place on it, as compared to commercial software prices, even in the depressed TI-99 software market. Even individual components of the package have as much in them as many whole commercial offerings. It's kind of a trap - I spent several months on the config program for V4.10 and later with over 560 sectors of source code and a whole new visual style for TI programs, but I don't think it would have made much difference to fairware return if I hadn't bothered.

Most of my letter writing these days is to old friends ("old" being on the time scale of the TI-99's existence).

Why continue? - Mostly because it is a fascinating hobby and the DIGIT AVPC has breathed new life into it for a while longer. That's the direction most new effort will go, as the basic FWB system is pretty mature now.

Directions
=========

ANY
NORTh
SOUTh
EAST
WEST
UP
DOWN

Nouns
=====

ALARm
ALGAe
AMBEr   ✱
AROUnd
AUTOpilot ?
BACK
BATTery
BEACh
BEAM
BED
BLACKbeard
BLADe
BOAT
BOOK   ✱
BOX
BREATh
BROOch   ✱
BUNKbed
BUTTon
CABIn
CEILing
CHESt   ✱
CLOCk
CRACk
CRAWlway
CREVice
CURRent
DECK
DEEP
DOCK
DOLLar   ✱
DOOR
DUBLoons ✱
EARRing   ✱
ENGIne
EYES
FACEmask
FAN
FLOOdlights
FLOTsam
FRAMe

FUEL
GAME
GAS
GLASses
GLUE
HAMMer
HANDle ?
HELM
HILL
INVENtory
ISLE
IT
JETSam
LADDer
LEDGe
LENS
LIGHts
MAP
MASK
MATTress
OBJEct
OCEAn
OILSkin
OPENing
OYSTer
PAINting
PEARl   ✱
PICTure
PILIng
PIN   ✱
PIRAte
POOL
PORThole
RAINcoat
REMBrandt✱
RIM
RING   ✱
ROCK
RUM
SCREwdriver
SEA
SHED
SHIP
SHOVel
SIGN
SILT
SNAIl
STAMps   ✱
SUMMit
TOOLshed
TOP
TORCh
WATCh   ✱
WATEr
WIRErim

YOHO

Verbs
=====

BREAthe
BURN
CHARge
CLEAn
CLIMb
CRANk
CRAWl
DESCribe
DIG
DIVE
DON
DRINk
DRIVe
DROP
EAT
EMPTy
ENTEr
EXAMine
FEEL
FIND
FIX
FOLD
FOLLow
GET
GIVE
GLUE
GO
GRAB
HEAR
HELP
HOLD
HYPErventilate
IN
INVENtory
Inventory
JUMP
KILL
LEAP
LEAVe
LIFT
LIGHt
LISTen
LOOK
Look
MAKE
MIX
MOVE
OPEN
PAUSe
PICK

PRESs
PROBe
PULL
PUSH
PUT
PUTOn
QUIT
READ
RECHarge
RELEase
REMOve
REPAir
RINSe
RIP
ROLL
RUB
SAIL
SAVE
SAY
SCORe
SHORt ?
SHUToff
SLEEp
SPIT
SQUInt
STAB
STANd
STARt
STOP
SWIM
TAKE
TEAR
THROw
TO
TOUCh
UNLOck
UNROll
UNSCrew
USE
UWRap
WAIT
WAKE
WALK
WASH
WEAR
WITH
WRAP
YAWN

AN AID FOR RETURN TO PIRATES ISLE
By John Floyd

Well, let's face it!!!! Mr. Adams out did himself on this one! This adventure has got to be the most difficult of the entire series.

With a few sneaky tricks I have compiled a list of what I beleive to be ALL of the nouns and verbs used within the adventure. There are a few words that I am unsure of as to their use.

The word AUTO may be a verb rather than a noun and the words HAND, HYPE and SHOR can mean several things.

I hope that this list of words can be of some assistance to those of you who have become stumped while playing the adventure. If you are one of those that becomes offended by someone else offering hints, I recommend that you destroy this list immediately! (Or at least put it someplace that you cannot refer to it until you decide that you really need it!)

I have divided the list into nouns and verbs and have alphabetized each catagory for ease of locating words. All of the treasures are noted with an asterisk so that you can easily refer to them.

Now I myself have not been playing this adventure very long and by no means know the solution to the game. The list has however helped me in a few situatons.

Okay now! Try all of the verb/noun combinations as you trek through this fantastic adventure but don't get discouraged, you will die many times in this adventure and each is a learning experience.

HAPPY ADVENTURING

THANX Northwest Ohio 99ers

by Harold Hoyt

(Thanks to St Louis User Group)

Now that my daughter, Kim, is a school teacher, I see that she can use all the help that she can get. I see her using a "slide rule table" for grading homework and tests. You move the number of problems on the test under a window and look up the percent right as a function of the number of questions missed. I thought that it might be handy to have several copies of this kind of table, produced by the computer for easy insertion in a notebook. Maybe all of the school teachers might find it handy.

In order to get a large table printed in a small space, a printer that can do condensed 136 characters and subscripts is required. The table covers a range of 4 to 99 problems. Some squirming was required to get everything to fit. The table is printed as three smaller tables. After each table is printed, the program stops to allow the operator to position the paper. After the paper is positioned as desired, press any key to continue. Do not turn off the printer to position the paper as the control codes to the printer are sent only once when the printer file is opened. The first two tables fit nicely on one 8.5 by 11" sheet and the third table nearly fills a second sheet.

One could make several copies of the table without separating the sheets and then put the paper back in the printer reversed so that the tables would print on both sides. One would have to stagger the printing by one sheet to come out even.

Problems 5 through 35 are in one table, 36 through 67 in a second, and 68 through 99 in the third. Line 100 opens the printer. Substitute codes as required for your printer int the string at the end of line 100. 27 65 06 sets line spacing at 6/72". 27 66 03 sets condensed. 27 92 01 slashes the zero and 27 83 01 sets subscripts. The 13 performs a carriage return to start a fresh line for the header.

For P=0 to 2 refers to pages or passes. Could have said T for tables? For C=4+32*P to 35+32*P allows the three tables to be non-overlapping. The rows are calculated to be one less than the maximum # of problems. The whole thing was designed without TAB settings using tricks to make each column entry right justified printing PRINT #1:RPT$(" ",3-LEN(C$))C$; :This function will use 3 printing spaces if C$ is 0,1,2 or 3 characters long.

The only meaningful calculation is in line 140 where C$=STR$(INT(100*((C-R)/C)+.5)). C is the total # of problems, R, the # wrong, is the row #. C-R/C is the fraction right. Multiplied by 100 is % right. Add 0.5 and do an INT rounds up to the nearest percent.

```
1 !SAVE DSK1.GRADER !200
100 CALL CLEAR :: OPEN #1:"P
IO",VARIABLE 136 :: FOR C=1
TO 14 :: PRINT #1:CHR$(VAL(S
EG$("15276506276603279201278
30113",2*C-1,2)));:: NEXT C
!!47
110 X$=" Easy Grader
     by Harold Hoyt 10/1
1/88" :: DISPLAY AT(10,7):X$
:: FOR P=0 TO 2 :: PRINT #1
:X$;TAB(60);"# of Problems"
!047
120 PRINT #1:" Wrong";:: FO
R C=4+32*P TO 35+32*P :: C$=
STR$(C):: PRINT #1:RPT$(" ",
3-LEN(C$))&C$;:: NEXT C :: P
RINT #1:" Wrong" !PrntHdr !!
43
130 FOR R=1 TO 34+P*32 :: R$
=STR$(R):: PRINT #1:TAB(8-LE
N(R$));R$;:: FOR C=4+32*P TO
 35+32*P :: C$="---" :: IF C
<R THEN 150 !173
140 C$=STR$(INT(100*((C-R)/C
)+.5))!238
150 PRINT #1:RPT$(" ",3-LEN(
C$))&C$;:: NEXT C :: PRINT #
1:RPT$(" ",3-LEN(R$))&R$ ::
NEXT R !135
160 DISPLAY AT(12,1):"" :: D
ISPLAY AT(12,1):"Press Any K
ey To Continue" :: CALL KEY(
0,K,S):: IF S=0 THEN 160 ::
DISPLAY AT(12,1):"Working" !
080
170 NEXT P :: CLOSE #1 !255
```

NOTCE !

EASY

GRADER

EXAMPLE

ON P. 8

Easy Grader   by Harold Hoyt 10/11/88   # of Problems

```
Wrong   4   5   6   7   8   9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29  30  31  32  33  34  35  Wrong
  1    75  80  83  86  88  89  90  91  92  92  93  93  94  94  94  95  95  95  96  96  96  96  96  96  96  97  97  97  97  97  97  97    1
  2    50  60  67  71  75  78  80  82  83  85  86  87  88  88  89  89  90  90  91  91  92  92  93  93  93  93  94  94  94  94  94  94    2
  3    25  40  50  57  63  67  70  73  75  77  79  80  81  82  83  84  85  86  86  87  88  88  88  89  89  90  90  90  91  91  91  91    3
  4     0  20  33  43  50  56  60  64  67  69  71  73  75  76  78  79  80  81  82  83  83  84  85  85  86  86  87  87  88  88  89  89    4
  5 ----    0  17  29  38  44  50  55  58  62  64  67  69  71  72  74  75  76  77  78  79  80  81  81  82  82  83  84  84  85  85  86    5
  6 ------      0  14  25  33  40  45  50  54  57  60  63  65  67  68  70  71  73  74  75  76  77  78  79  79  80  80  81  82  82  83    6
  7 --------        0  13  22  30  36  42  46  50  53  56  59  61  63  65  67  68  70  71  72  73  74  75  76  77  77  78  79  79  80    7
  8 ----------          0  11  20  27  33  38  43  47  50  53  56  58  60  62  64  65  67  68  69  70  71  72  73  74  75  76  76  77    8
  9 ------------            0  10  18  25  31  36  40  44  47  50  53  55  57  58  60  62  63  64  65  67  68  69  70  71  71  72    9
 10 ---------------------            0   9  17  23  29  33  38  41  44  47  50  52  55  57  58  60  62  63  65  66  67  68  69   10
 11 ------------------------             0   8  15  21  27  31  35  39  42  45  48  50  52  54  56  58  59  61  63  64  65  66   11
 12 ----------------------------            0   8  14  20  25  29  33  37  40  43  46  48  50  52  54  56  57  59  60  61  62  63   12
 13 --------------------------------           0   7  13  19  24  28  32  35  38  41  43  46  48  50  52  54  55  56  58  59  60   13
 14 -----------------------------------           0   7  13  18  22  26  30  33  36  39  42  44  46  48  50  52  53  55  56  57   14
 15 ---------------------------------------          0   6  12  17  21  25  29  32  35  38  40  42  44  45  48  50  52  53  55  55  57   15
 16 -------------------------------------------          0   6  11  16  20  24  27  30  33  36  38  41  43  45  47  48  50  52  53  54   16
 17 ----------------------------------------------           0   6  11  16  19  23  26  29  32  35  37  39  41  43  45  47  48  50  51   17
 18 -------------------------------------------------           0   5  10  14  18  22  25  28  31  33  36  38  40  42  44  45  47  49   18
 19 ----------------------------------------------------           0   6  10  14  17  21  24  27  30  32  34  37  39  41  42  44  46   19
 20 ------------------------------------------------------           0   5   9  13  17  20  23  26  29  31  33  35  38  39  41  43   20
 21 ---------------------------------------------------------------           0   5      13  16  19  22  25  28  30  32  34  36  38  40   21
 22 ------------------------------------------------------------------           0   4   8  12  15  19  21  24  27  29  31  33  35  37   22
 23 ---------------------------------------------------------------------           0   4   8  12  15  18  21  23  26  28  30  32  34   23
 24 ------------------------------------------------------------------------           0   4   8  11  14  17  20  23  25  27  29  31   24
 25 ---------------------------------------------------------------------------           0   4   7  11  14  17  19  22  24  25  29   25
 26 ------------------------------------------------------------------------------           0   4   7  10  13  16  19  21  24  26   26
 27 ---------------------------------------------------------------------------------           0   3   7  10  13  15  18  20  28   27
 28 ------------------------------------------------------------------------------------           0   3   6   9  12  16  17  29   28
 29 ---------------------------------------------------------------------------------------           0   3   6   9  12  15  17   29
 30 ------------------------------------------------------------------------------------------           0   3   6   9  12  14   30
 31 ---------------------------------------------------------------------------------------------           0   3   6   9  11   31
 32 ------------------------------------------------------------------------------------------------           0   3   6   9   32
 33 ---------------------------------------------------------------------------------------------------           0   3   6   33
 34 ------------------------------------------------------------------------------------------------------           0   3   34
```

DV80 FILES TI WRITER CAN'T READ

(this came from RAMBLES by Stephen Shaw via the 9T9 User Group of Toronto, Canada. Thanks)

Any time you see a Display Variable 80 file on a disk, it is always a good idea to take a look at it with TI Writer, as there is a good chance it is either documentation or source code-which may contain documentaion. In almost every case a DV80 file should load with TI Writer, whatever is in it, text or data or anything. However, there are a few text files coming out of Europe that you CANNOT load with our version of TI Writer- our European friends are using a different and incompatible version of TI Writer, VERSION 2.0. If their text files are saved to disk with PF there is no problem, but using SF adds tab information.

In order to produce those odd European characters, printers use ASCII codes outside the usual range of Vn 1 of TI Writer, so Vn 2 was modified to accept them, and the tab info had to be modified as well. And as their tab data is outside the capabilities of our version to handle, the result is a console lock up. Curing the problem was difficult, until our membership secretary dealt with it...

In the April 88 issue of EAR99'ers newsletter, he presented a program to amend the tabs on a Vn 1 TI Writer file- largely to demonstrate the way the tabs are saved. What was interesting was that by appending a new tab set, the original set is "replaced". If it works for version one, why not try appending a version one tab set onto the end of a version two file?

It works! The following routine is a much modified form of his program. If you can't load any DV80 file, amend it with this trifle and try again!

```
100 REM MAKE VN 2 TI WRITER
    FILE ACCEPTIBLE TO VN 1
    based on an idea by
    Peter Walker. UK 1988
110 DISPLAY AT(2,2)ERASE
    ALL:"INPUT NAME OF FILE TO
    BE":"MODIFIED:"
120 DISPLAY AT(6,2):"DSK1."
130 ACCEPT
    AT(6,5)SIZE(-12):FILES ::
    FILES="DSK"&FILES$
140 OPEN
    #1:FILES,DISPLAY,VARIABLE
    80,APPEND
150
    A$=CHR$(128)&CHR$(134)&CHR$(
    128)&CHR$(212)&RPT$(CHR$(213)
    ,16)&CHR$(128)&CHR$(136)
160 PRINT #1:A$
170 CLOSE #1 :: PRINT
    "DONE"
180 END
```

MAY   9, 1989   HAPPY COMPUTING   !!!

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

President/Mail	W.C. Wyman	839-4134
Vice^President	Bruce Willard	852/3250
Secretary	Jim Cox	
Treasurer	Jim Cox	869-2704
Acting Editor	Jim Cox	
Adv.Prog. Chair	Dan Rogers	248-5502
Library	Al/Lisa Cecchini	
Disk Librarian	Lou Holmes	617 965/3584
Tape Librarian	Walter Nowak	413 436/7675
++++++	Jack Sughrue	476/7630

APRIL MEETING. The April meeting was called to order by acting Chair Jack Sughrue, in Corson's abscence. Jack gave his views and review of the April 1st Fayah. Although attendance was down, those who attended had a good time. Jack anounced plans for he and Lou Holmes and any volunteers to give a demo on a disk of the month. We hope to have copies of each disk of the month available at that meeting, at a nominal cost, in order to save copying time. For the June meeting we plan a used equipment and software saale'n swap, so plan to bring anything you are interested in selling or swapping to the June meeting. There were 16 members present.

MAY MEETING. Jack Sughrue will give a demo of his new and possibly last PLUS disk, as you all know, this will be a great demo. Dan Rogers will continue with the Assembly group.

WELCOME NEW MEMBER. Welcome back to Steve McCann who has rejoined M.U.N.C.H. after a couple of years abscence.

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 meting, 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.
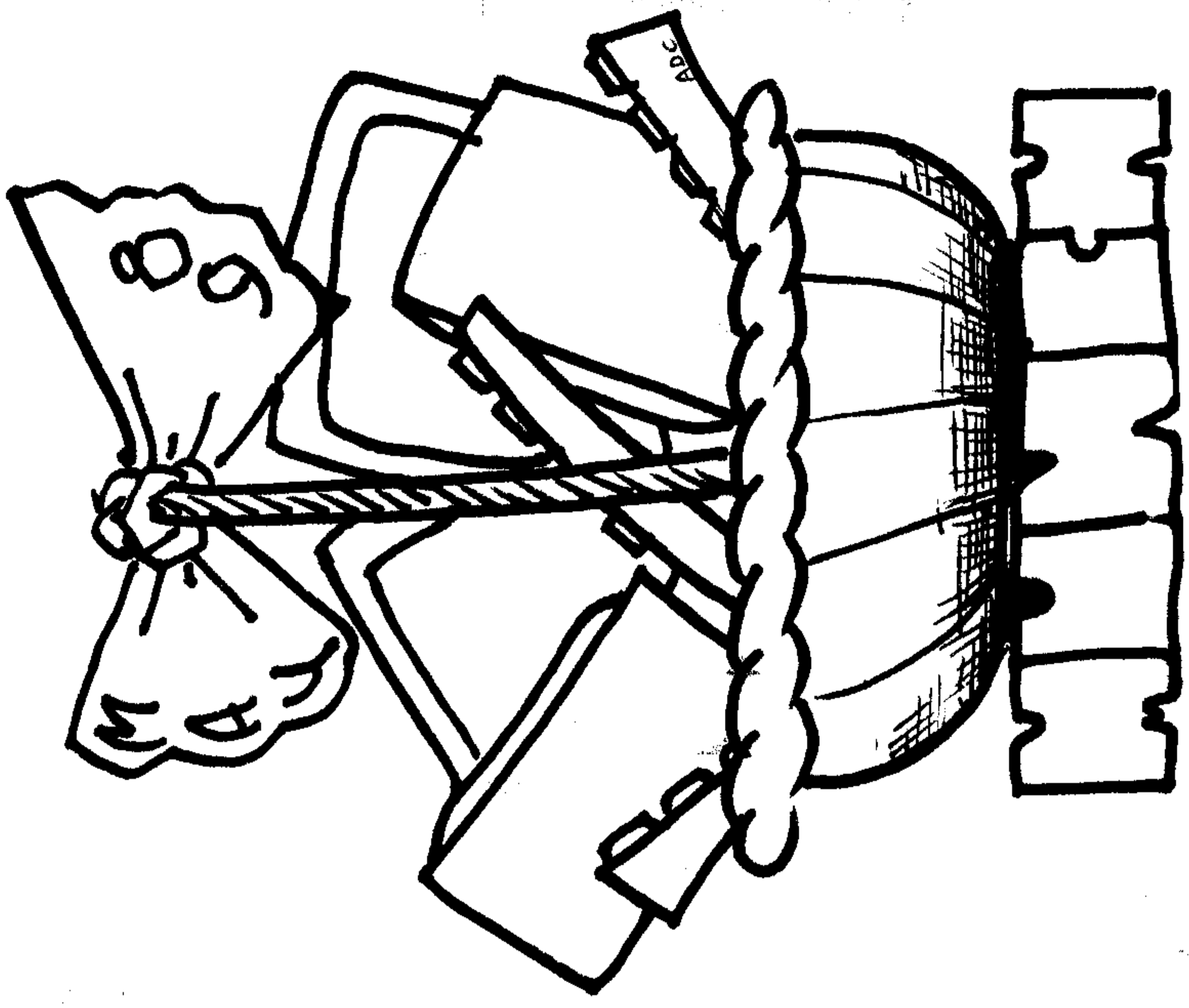
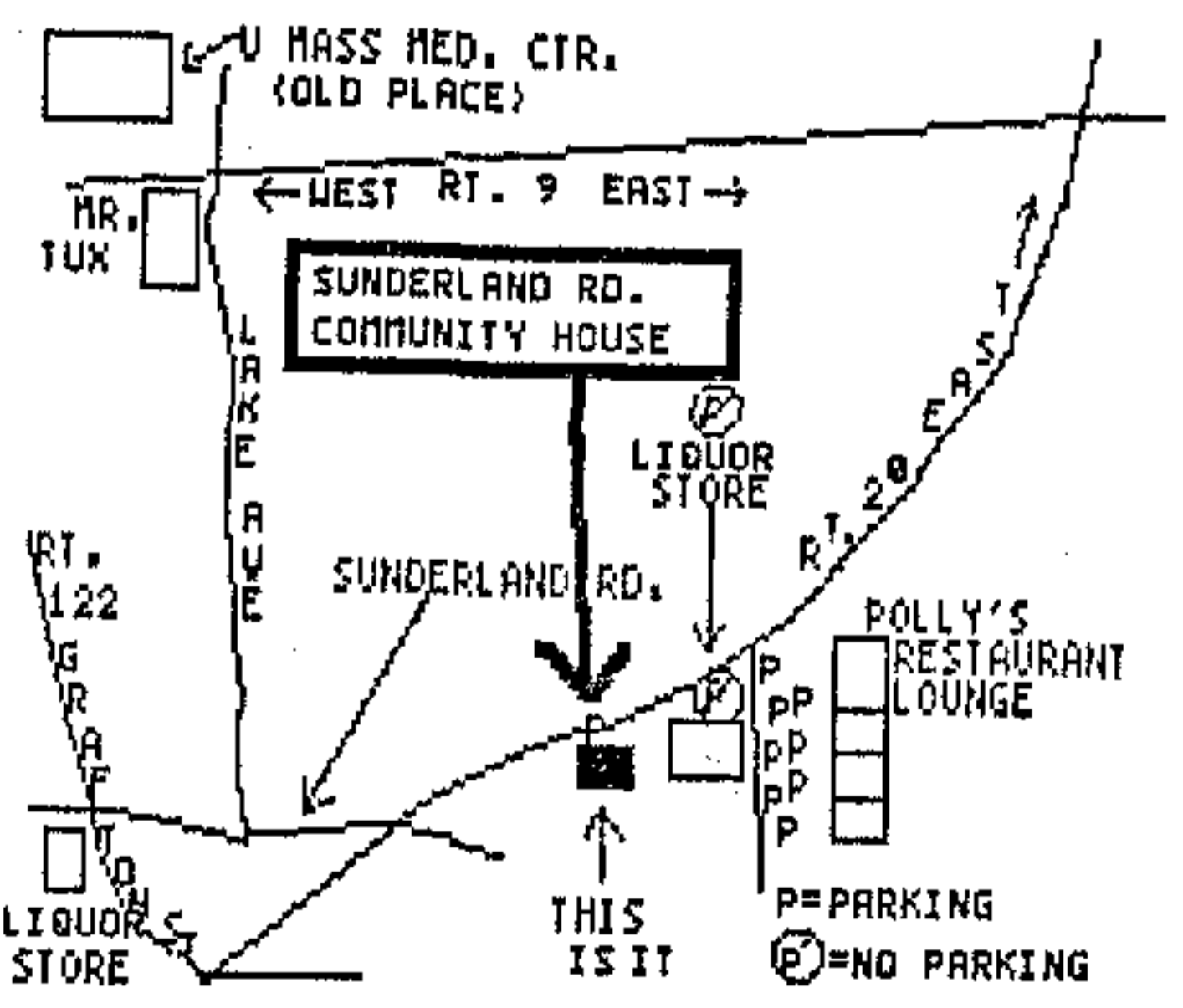NEWSLETTER EXCHANGE EDITORS. Please note our corrected address on the front cove of this issue.

M.U.N.C.H.
560 LINCOLN ST.
P.O. BOX 7193
WORCESTER, MA. 01605-7193

!CORRECTED ADDRESS!

Next Meeting MAY 9

FIRST CLASS

U MASS MED. CTR.
(OLD PLACE)

MR. TUX

←WEST RT. 9 EAST→

SUNDERLAND RD.
COMMUNITY HOUSE

LAKE AVE

RT. 122 GRAFTON

SUNDERLAND RD.

LIQUOR STORE

RT. 20

POLLY'S
RESTAURANT
LOUNGE

P P
PP
PP
PP
PP

LIQUOR
STORE

THIS
IS IT

P=PARKING
Ⓟ=NO PARKING