

~~~~~  
W-AGE/99 \* NEW-AGE/  
99 \* NEW-AGE/99 \* N  
EW-AGE/99 \* NEW-AGE  
/99 \* NEW-AGE/99 \*  
~~~~~

* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 *
1 1

THE LADY FROM LOWER BURRELL

Mickey Schmitt, president of the West Penn 99ers, is a young lady with extraordinarily varied T.I. interests and talents. She is an ardent fairgoer, ranging along the eastern seaboard inland to Lima, Ohio, and north to Canada, visiting with her hundreds of TI friends and fans and oftentimes representing groups or companies who couldn't attend.

Mickey is an author, programmer, tutor, collector, and adventure aficionado whose great sense of humor shows through almost all her activities. For example, in a very clever adventure she wrote for the TI Adventure Module (OLIVER'S TWIST - cassette or disk, Asgard, \$7.95), she requires the player to PUT BACK treasures in order to win the game. Her latest Asgard adventure, RATTLESNAKE BEND, is like John Wayne playing Viva Zapata. Wild, hilarious stuff. But hidden beneath the jocularity is a mean adventure guaranteed to please, pardner.

Adventuring seems to be in Mickey's blood. She is THE expert in the field. If there is an adventure for the TI she hasn't uncovered and played, it was probably written this morning.

A few years ago we had a chance to talk for awhile at one of the computer fairs, and she felt there was a real need to compile a listing of all the various adventures available for the TI so that users could have some kind of idea what is out there. I agreed but felt the task was formidable. Mickey didn't, fortunately for the TI community. She began collecting, sorting, doing, evaluating, and compiling every available adventure for the TI.

The result of this massive undertaking is THE ADVENTURE REFERENCE GUIDE, a 62-page, 8x11" commercially printed, easy to read book that not only gives a complete alphabetical listing of over 200 adventures but breaks them down into different sections by language (XB, E/A, etc.) and type (INFOCOM, Educational, Role-playing, etc.). There are astute reviews of selected adventures and sections on sources, utilities, and adventuring history. There is also a checklist for solving and comments. This is an indispensable guide for any adventuring Tier (from Asgard, Box 10306, Rockville, MD 20848; \$9.95 / \$2 S&H). [Last I heard, Mickey was continuing to test new and new-found adventures for updating this magnum opus.

If you own Scott Adams' ADVENTURE MODULE or the disk loader interpreter of this module available from user groups, I'd highly recommend investing in Mickey's two games.

Life is strange. At least the life that goes on inside my head. When I sat down to write this article I was planning a review of Mickey's newest book on cassette systems. But I pulled out THE ADVENTURE REFERENCE GUIDE from the Mickey Schmitt section of my TI library by mistake and couldn't resist rereading it. Then I couldn't resist playing SORCERER (an INFOCOM game reviewed in the book by Mickey which I had started but never finished). Then I couldn't resist eating lunch, still thinking of the spells and magic items I needed to get out of the SORCERER.) Finally, I put all that stuff behind (more from frustration than feeling the noble urge to return to task) and got back to doing

this review. But I couldn't resist writing about this woman's profound adventuring influence first. Now, the "real" topic of this review: GETTING THE MOST OUT OF YOUR CASSETTE SYSTEM.

GETTING is based on the series of articles by the same name that appears in newsletters throughout the world. This entirely rewritten work is a professionally published, 8x11", 52-page, loose-leaf package, containing all the original (though updated and revised) articles that first appeared in her group newsletter.

Not only is this book handy for what it does, but Mickey has provided a way for user groups to make a few kopeks on it. She is offering this project for \$9.95 plus \$2.50 S&H to any individual or user group. User groups need only purchase a single copy. She grants the rights for the group to reproduce it entirely for members of the group free or as a fundraiser, providing no copies are given or sold to persons outside the group. Neat idea. Hope it catches on. The packages must be ordered directly from the author: Mickey Schmitt, 196 Broadway Avenue, Lower Burrell, PA 15068.

Now, what does GETTING get you?

First, a chance to rethink your group membership and future growth, because the cassette is still a powerful tool for a beginner or basic user. This book might just show your group new ways to attract new (or old) members into the fold.

Second, it opens one's eyes to lots of possibilities of cassetting previously unexplored. One of my TIs at school is cassetted, for example, and this book proved to be an immense help in ways I never dreamed of. More on this later.

Finally, this book made a multi-system user of me. I really only need one disk drive system to do all the tasks I do, but many times the system is tied up with heavy-duty printing or converting graphics or any number of long-time chores. Rather than sit and wait or go watch TV or clean my wallaby's teeth, I just move over to my OTHER TI SYSTEM! That's right. I have set my other console (\$3 at a yard sale) onto a TV with a tape recorder hookup. Many nights I now just use the SILENT tape recorder system for some utility or recreational use. And I'm finding more and more uses, including lots of cartridge (MINIMEM, LOGO, etc.) activities I had forgotten were so exceptional, even with tape. I have a sidecar 32K, though many people are putting the chip right in or making that chip part of a Zenoboard package. Anyway, with 32K and Will McGovern's CASSTRANS I can load ASSEMBLY games and utilites into my computer from tape. I can AUTOMATICALLY!!! locate and RUN programs from my tape recorder with Joseph Bartle's CS1*FINDEX. I have my cassette boxes labeled and a catalog on each tape, thanks to Mickey's LABEL and CATALOG programs. All this stuff, by the way, is in the book in short, easy to type in, clever programs. (Will's program is Fairware and in all group libraries.) No more being restricted to BASIC and XB files. Now I can play FREDDY from my tape recorder. No more searching for programs. I don't even need a tape recorder with a counter on it anymore. Now, like the Timex/Sinclair user, I can automatically run a program anywhere on a C-60 tape after locating it in the FAST FORWARD speed mode! In short, tape recorders have come of age. They can be powerful and fast and reasonably efficient and orderly.

Mickey's book is extremely non-technical. She explains everything about computer taping from the VERY beginnings to the state of the art. And it really might get you into that SECOND system.

(If you use NBN-AGE/99 please put me on your exchange list.)

Through all eight of the previous articles I avoided mentioning the hardware because you need to know a little of how a printer works before you try building one (or repairing one). There is no order to the presentation of the next several articles on printer hardware.

Let's say that you were missing dots on your hardcopy and these dots were in a particular row, for this example lets say the top row. You have cleaned and inspected the head for bent, broken or binding print head wires. Disconnect the head from the logic/driver board and using a continuity meter (ohms meter), see that all of the coil readings (usually referenced to a common) are about equal. If you see that one reads either zero or extremely close to it or infinity (as in an open circuit), the head is damaged. You can replace it if the print head is available and does not constitute too large an investment (this based on what current printer replacement is) but my experience is that today's printer technology has brought the price of printers down and the price of print heads up. Strange, since each printer includes one when you purchase!

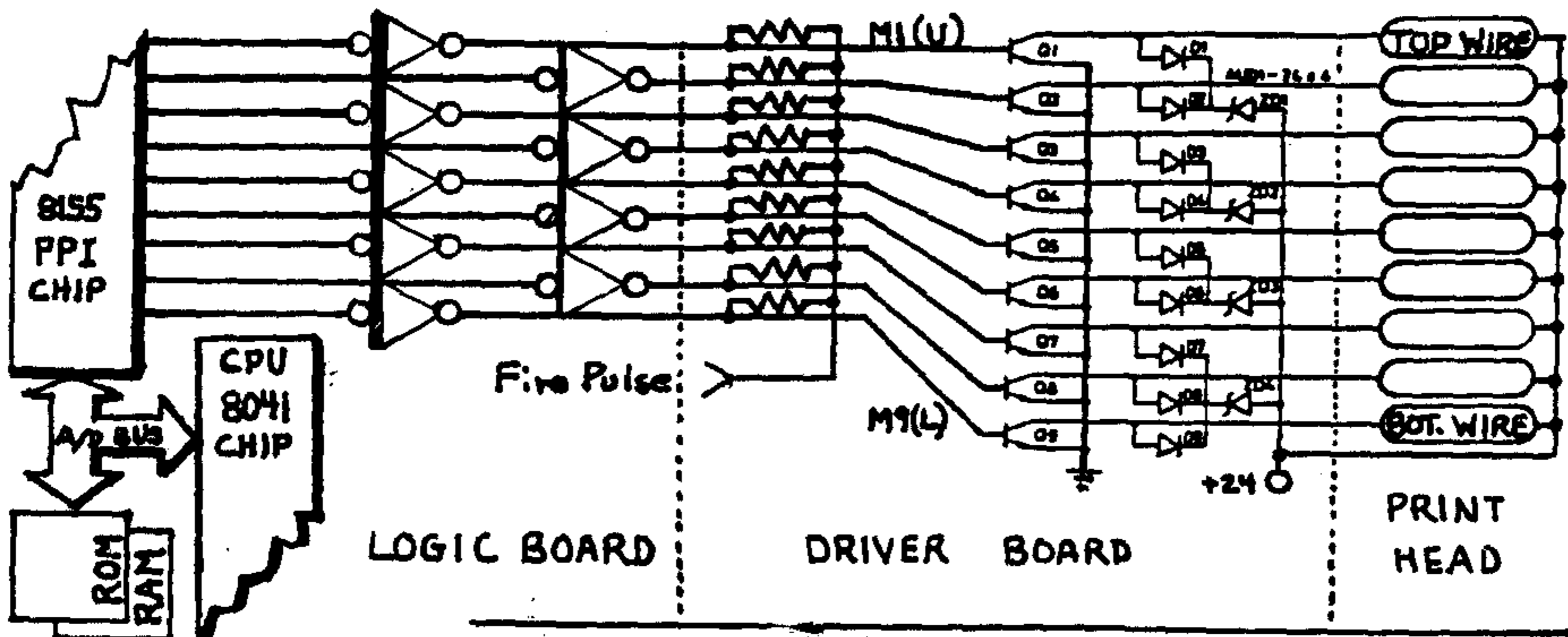
If you do decide to buy a print head, you would do well to check to see if the print head failure was due to a problem in the printer such as the circuit that drives/controls the firing of the print wires, the ribbon/paper paths, or the paper itself (too soft allowing wire penetration). If the driver/control logic is to blame you might see an immediate loss of the new print head before you can smell the smoke or hear the crackling.

The circuit below is from the original TI serial/parallel printer and though your printer may not coincide you can reference this as a guide.

The nine head wires that make up the print head are driven by nine driver circuits on the driver circuit board. Please note that on many of the newer printers all circuitry is on the same circuit board. If one print wire coil was found to be shorted/open check the corresponding circuit in the driver section. Most of the driver circuits act like a switch providing a return or ground to the print wire coil. The diodes often found in the circuit are there to protect the driving device, a transistor or IC chip, from being damaged by the high voltage created by the collapsing field which occurs after each fire pulse is provided to the print wire coil.

The selection of which wires to fire is made by the CPU based on ROM info. which describes what this dot column will look like (unless in graphic mode), and this information is passed through inverter/drivers activate the specific driver transistor which when turned on provides a ground path for the selected print head wire which has been sitting there with a +24 volts applied. Study the text above and the drawing below and if you have questions see me at the meeting or call (412) 527-6656

ML JFW



MASS-TRANSFER
A Review.

by Ted A. Stringfellow

Although TELCO and FAST-TERM seem to be the two most popular terminal emulators, MASS-TRANSFER has much to offer the beginning modem user with a single drive system. Stu Olson has done a fine job with both program and documentation for this program. The documentation is easy to understand and use, but it's hardly needed for most program functions. The program itself is menu driven, making it great for the beginner. From almost any part of the program, either FUNCTION 7 or FUNCTION 4 will return to the main menu. By comparison, FAST-TERM documentation needs to be at hand and open until program commands are memorized. The entire program and the dialing directory reside in memory once loaded. For the single disk drive user, this saves the constant disk swapping required when using TELCO. MASS-TRANSFER was also the first terminal emulator program for the TI to have Ymodem transfer. I'll be discussing MASS-TRANSFER version 4.3 here since it is the latest version. All versions after 4.1 are basically the same with a few new goodies added with each upgrade.

The MASS-TRANSFER package for a new user should consist of the following files:

LOAD - Barry Boone's XB loader for Editor/Assembler program files.
MASS - part one of the MASS-TRANSFER program. It is an Editor/Assembler program file. This file may be named differently to indicate the version. For example, MASS43A would be version 4.3 part A.
MAST - part two of the MASS-TRANSFER program. This may be named MASS43B for version 4.3 part B.

PHONEMAKE - This is an Extended Basic program for creating and editing your phone files. There have been various modifications to this program to allow editing of the multiple phone files without having to rename each file using a disk manager.

MASSDOCS1, MASSDOCS2, and supplemental documentation for your version.

Note: Documentation for the MASS-TRANSFER version 4.1 is needed for all later versions. The 4.2 documentation is a supplement highlighting new features. The addition of print spooler routines for Axiom, Corcomp, and Myarc PIO cards was added in 4.2 as well as introduction of Ymodem for the TI-99/4A. There is no documentation for version 4.3. I'm not sure what was improved/added on this version but I believe that it was the capability to load phone files from multiple ramdisks.

Before using MASS-TRANSFER you should customize your working copy using a sector editor. The importance of making a working copy and editing only that copy can never be stressed too strongly. If you're not familiar with using a sector editor try to find a friend who will sector edit your program for you. Modifying the MASS file for your particular configuration may or may not be necessary. The documentation specifies the sectors that require editing for use with the PIO ports of the Corcomp and the Myarc RS232 cards. If you're not using a printer or if you're using a parallel printer on the PIO port of the TI RS232 card you're all set. You can make your RS232 port and baud rate selections using the Reconfiguration option on the main menu. The problem with a non-edited version is that you'll have to reset your defaults every time you load the program. All

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modifications are done in the first sector of the MASS file and the bytes and values to be changed are well documented in the MASS-TRANSFER instructions.

After you've edited the MASS file and created your phone file(s) using the PHONEMAKE program, load up and try it out. After bypassing the title screen, you're prompted for the phone file selection. Here are your choices:

- [D] isk drive (1-9)
- [M] yarc ramdisk
- [X] Foundation 128K card (DSKX)
- [N] ot using phone file.

note: The [D] option also works well with the Horizon ramdisk. I've never used the Myarc ramdisk nor the Foundation card. If you select [D] you're asked for which drive contains the phone file(s).

After drive selection you're prompted for the phone file number. You can choose from 8 phone files containing up to 20 phone numbers each.

After the phone file is loaded, you're presented with the main menu. This is where you'll do most of your program control. As mentioned before, pressing FUNCTION 7 or FUNCTION 4 will return you here most of the time. You also need to return here to QUIT the program. The menu screen shows the following options.

[R] Reconfigure I/O port allows you to change your RS232 port and baud rate from the defaults. In addition to this feature, CONTROL R allows you to change the data bits.

[A] Auto-Dial from directory presents you with the phone listing you loaded back at the beginning of the program. The dialer allows three options designated as [D]ial, [R]edial, and [P]c-Pursuit. Dial will dial any number on your phone list once and return you to terminal mode. Redial will continue dialing the selected number(s) until they are no longer busy or until cancelled by the user. Pc-Pursuit makes use of another phone file containing the necessary information required by the Pc-Pursuit network.

[M] Multiple Xmodem Transfer (MXT). This is the big plus for this program. MXT allows the user to select multiple files (by number) for transfer. Once the selections are complete and the transfer is started the user can get up and walk away from the computer. MASS-TRANSFER sends the file names and writes the files onto the receiving disk with the same names that they had on the sending system. This feature, unfortunately, is not supported by many TI bulletin boards, but it's a dream to use when downloading or uploading to those that do. MXT is also terrific for transferring files to your friends. The later versions of MASS-TRANSFER also have a choice of Ymodem transfers. Note: MASS-TRANSFER's Ymodem is compatible only with either another MASS-TRANSFER user or the MXT9 BBS program (also written by Stu Olson).

[H] Hangup after MXT allows you to have the modem hangup after all file transfers are completed. This might be useful if you're called away from the computer in the middle of an upload or download session.

[X] Xmodem File Transfer is the normal upload/download method for use with

Funnelweb's DISKREVIEW

A review by John Bulakowski
- Nutmeg TI-99er's



Version 4.2 of Funnelweb has a useful utility program called DISKREVIEW. It is a combination disk directory, file review, and program loader. With this program you can:

- * Call up/print a directory of a disk in any drive
- * Protect/unprotect files
- * Delete/rename/view files
- * Load and run any E/A or Extended Basic language programs

The last feature is particularly nifty because you don't have to know anything about the program structure that you're trying to run. All you do is place the cursor next to the program that has been listed by the directory feature, press R (for Run), press FCTN 6 (proc'd), and then a number (usually 1 to 3 in the case of assembly programs) of what the DISKREVIEW program suggests as appropriate. That's all. The selected program will then load and run. No more guesses as to trying E/A #1, 2, or 3. No more wondering what an "object" file is, or it's name. I have gotten into the habit of running most of my programs through DISKREVIEW. It's also quick to load and run, which makes it a real competitor to other XB loaders. This, by the way, leads me to the only problem that I have found to date using this.

It appears that this program 'seeds' the randomize statement in XB programs with the same number each time the XB program is loaded and run. To give a practical example of what this means to the user, let's run an XB program that would generate a random sequence of five, one digit numbers. The following is such a program:

```
1 OPEN #1:"PIO" :: RANDOMIZE :: FOR I=1 TO 5 :: NUMB=INT(RND*9) ::  
PRINT #1:NUMB, :: NEXT I :: CLOSE #1::END
```

If this program was loaded and run through DISKREVIEW it produces the following sequence on my computer: 3,5,1,8,4. If it were loaded and run again through DISKREVIEW, the same exact sequence of numbers would be generated in lieu of the desired effect, namely a different set of numbers. By following this through, any XB program that utilizes a random number generator will always start the same each time it is loaded and run through DISKREVIEW. In the case, say, of a card game, this dooms one into playing the same hands every time. There are a couple of ways out of this problem. One is to alter the DISKREVIEW program. I'm not smart enough to do that. The other is to clear (FCTN 4) the XB program from running once it has been loaded through DISKREVIEW and then type in RUN (and press ENTER). This will clear the 'seed' number out and permit the program to run as advertised. For those of you that may have been using DISKREVIEW to load your XB programs and finding that perhaps the resulting game (or whatever) is always producing the same results, it may not be the fault of the XB program. Try the above suggestion and see what happens.

Notwithstanding the above, DISKREVIEW is a fine program. I recommend that if you haven't been using it, please do. You will be pleased with the results.

TIPS FROM THE TIGERCUB

No. 61

Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213

1 Aug. 1990

My stock of Tigercub Software catalogs is depleted and it would not pay me to reprint it. Therefore I have released all copyrighted Tigercub programs, except the Nuts & Bolts Disks, for free distribution providing that no price or copying fee is charged. All of my Tigercub programs have been added to my TI-PD library and are cataloged, by category, in Supplement #8.

My three Nuts & Bolts disks, each containing 100 or more subprograms, have been reduced to \$5.00. If I run out of printed documentation, it will be supplied on disk.

My TI-PD library now consists of 419 disks of fairware (by author's permission only) and public domain, all arranged by category and as full as possible, provided with loaders by full program name rather than filename, Basic programs converted to XBasic, etc. The price is just \$1.50 per disk(!), post paid if at least eight are ordered. TI-PD catalog #3 listing all titles and authors, is available for \$1 which is deductible from the first purchase.

This little program won't do any of the fancy things that the sophisticated poster programs do, but it may do a few things they don't. First key in this fontmaker.

```
100 DISPLAY AT(3,1)ERASE ALL
:"Filename? DSK" :: ACCEPT AT(3,14)BEEP:F$
110 OPEN #1:"DSK"&F$,OUTPUT
```

```
120 FOR J=32 TO 126 :: CALL
CHARPAT(J,C$):: CALL HEX_BIN
(C$,B$):: FOR K=1 TO 64
130 IF SEG$(B$,K,1)="0" THEN
CH$=CH$&CHR$(32)ELSE CH$=CH
$&CHR$(42)
140 NEXT K :: PRINT #1:CH$ :
: CH$="" :: NEXT J :: CLOSE
#1 :: STOP
150 SUB HEX_BIN(H$,B$):: HX$
="0123456789ABCDEF" :: BN$="
0000X0001X0010X0011X0100X010
1X0110X0111X1000X1001X1010X1
011X1100X1101X1110X1111"
160 FOR J=LEN(H$)TO 1 STEP -
1 :: X$=SEG$(H$,J,1)
170 X=POS(HX$,X$,1)-1 :: T$=
SEG$(BN$,X$+1,4)&T$ :: NEXT
J :: B$=T$ :: T$="" :: SUBE
ND
```

This program reads the hex code of each character from ASCII 32 to 126, converts it to a 64-byte binary string of 0's and 1's, then changes each 0 to the blank ASCII 32 and each 1 to a printable character, and saves the result to a file of patterns to print characters 8 spaces wide by 8 spaces high.

The 42 in line 130 creates characters composed of asterisks. Change it to J and the characters will be composed of themselves - the A will be made up of A's, etc. Or, check your printer manual and substitute one of the special graphic symbols in ASCII 224 - 255.

The character patterns are designed from the hex codes in memory, so you can first merge in a reidentified char set such as a CHARAI file or one of the fonts in my Nuts & Bolts disks or in my 127 Screen Fonts disk.

Create as many fonts as you want, then key in this poster maker program.

```
100 OPEN #1:"PIO",VARIABLE 1
36 :: PRINT #1:CHR$(27)&"@";
110 DIM CH$(94):: Q,H=1 :: W
,SP=B :: DB$,SU$="N" :: D$,E
$="Y" :: GOTO 150
120 F$,CH$(1),J,Q$,M$,FLA6,OU
```

```
T$,A$,S,SS,PC$,H,T$,L,A,X,K,
T,X$(1),SK,ST,DD
130 CALL KEY :: CALL SOUND
140 !OP-
150 DISPLAY AT(3,4)ERASE ALL
:"QUICK & DIRTY POSTERS" ::
DISPLAY AT(5,7):"by Jim Pete
rson"
160 DISPLAY AT(12,1):"Font f
ile? DSK" :: ACCEPT AT(12,15
)BEEP:F$ :: ON ERROR 170 ::
GOTO 180
170 GOSUB 680 :: RETURN 160
180 OPEN #2:"DSK"&F$,INPUT :
: FOR J=1 TO 94 :: LINPUT #2
:CH$(J):: NEXT J :: CLOSE #2
:: GOTO 190
190 DISPLAY AT(3,1)ERASE ALL
:"Load download font? Y/N N"
:: ACCEPT AT(3,25)SIZE(-1)VA
LIDATE("YN")BEEP:Q$ :: IF Q
$="N" THEN 230
200 ON ERROR 210 :: DISPLAY
AT(3,1)ERASE ALL:"Filename?
DSK" :: ACCEPT AT(3,14):F$ :
: OPEN #2:"DSK"&F$,INPUT ::
GOTO 220
210 GOSUB 680 :: RETURN 190
220 LINPUT #2:M$ :: PRINT #1
:M$ :: IF EOF(2)<>1 THEN 220
ELSE CLOSE #2
230 IF FLA6=1 THEN 260 :: FL
A6=1
240 ON ERROR 250 :: DISPLAY
AT(3,1)ERASE ALL:"Output fil
e? DSK" :: ACCEPT AT(3,17):O
UT$ :: GOSUB 670 :: GOTO 260
250 GOSUB 680 :: RETURN 240
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA:"(2) ELITE:"(3)
CONDENSED":STR$(Q):: ACCEPT
AT(6,1)SIZE(-1)VALIDATE("12
3"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&"B"&CHR$(2):: GOSUB
640 :: GOTO 300
290 S=136 :: A$=CHR$(15):: G
OSUB 640
300 DISPLAY AT(3,1):"Char wi
dth 1, 6, 7 or 8? "&STR$(W):
: ACCEPT AT(3,26)SIZE(-1)VAL
IDATE("1678")BEEP:W :: SS=IN
T(S/W)
310 DISPLAY AT(3,1)ERASE ALL
:"double width? "&DB$
320 ACCEPT AT(3,15)SIZE(-1)VA
LIDATE("YN")BEEP:DB$
```

```
330 IF DB$="Y" THEN SS=INT(S
S/2):: S=S/2 :: A$=CHR$(27)&
"W"&CHR$(1):: GOSUB 640 ELSE
A$=CHR$(27)&"W"&CHR$(0):: G
OSUB 640
340 DISPLAY AT(3,1)ERASE ALL
:"Double-strike? "&D$ :: ACC
EPT AT(3,16)SIZE(-1)VALIDATE
("YN")BEEP:D$
350 IF D$="Y" THEN A$=CHR$(2
7)&"G" :: GOSUB 640 ELSE A$=
CHR$(27)&"H" :: GOSUB 640
360 IF Q<>1 THEN E$="N" :: G
OTO 380 ELSE DISPLAY AT(3,1)
ERASE ALL:"Emphasize? "&E$ :
: ACCEPT AT(3,12)SIZE(-1)VAL
IDATE("YN")BEEP:E$
370 IF E$="Y" THEN A$=CHR$(2
7)&"E" :: GOSUB 640 ELSE A$=
CHR$(27)&"F" :: GOSUB 640
380 IF DB$="Y" OR E$="Y" THE
N 410
390 DISPLAY AT(3,1)ERASE ALL
:"Superscript? "&SU$ :: ACCE
PT AT(3,14)SIZE(-1)VALIDATE(
"YN")BEEP:SU$
400 IF SU$="Y" THEN A$=CHR$(
27)&"S"&CHR$(0):: GOSUB 640
ELSE A$=CHR$(27)&"T" :: GOSU
B 640
410 IF W=1 THEN 430 :: DISPL
AY AT(3,1)ERASE ALL:"Spacing
? "&STR$(SP)&" /72"
420 ACCEPT AT(3,10)SIZE(-3)VA
LIDATE(DIGIT):SP :: IF SP>1
27 THEN 420 ELSE A$=CHR$(27)
&"A"&CHR$(SP):: GOSUB 640
430 PRINT #3:PC$:: PC$="" :
: IF W=1 THEN 450
440 DISPLAY AT(3,1)ERASE ALL
:"Multiplied height? "&STR$(
H):: ACCEPT AT(3,20)SIZE(-1)
VALIDATE(DIGIT):H
450 DISPLAY AT(12,1)ERASE AL
L:"MAXIMUM LENGTH";SS;"LETTE
RS" :: LINPUT T$ :: L=LEN(T$
):: IF L>SS THEN 450
460 IF W>1 THEN 470 :: T$=RP
T$(" ",(SS-L)/2)&T$ :: PRINT
#1:T$ :: GOTO 510
470 FOR J=1 TO LEN(T$):: A=A
SC(SEG$(T$,J,1))-31 :: FOR K
=1 TO 57 STEP 8 :: X=X+1 ::
X$(X)=X$(X)&SEG$(CH$(A),K,W)
:: NEXT K :: X=0 :: NEXT J
480 T=(S-L*W)/2
490 FOR J=1 TO B :: X$(J)=RP
T$(" ",T)&X$(J):: NEXT J
500 FOR J=1 TO B :: FOR K=1
TO H :: PRINT #1:X$(J):: NEX
```

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```

T K :: NEXT J
510 DISPLAY AT(3,1)ERASE ALL
: "OK? Y/N Y" :: ACCEPT AT(3,
7)SIZE(-1)VALIDATE("YN")BEEP
: Q$ :: IF Q$="N" THEN 540
520 IF W=1 THEN PRINT #3:T$
:: SP=8 :: GOTO 600
530 FOR J=1 TO 8 :: FOR K=1
TO H :: PRINT #3:X$(J):: NEX
T K :: X$(J)=" " :: NEXT J ::
GOTO 600
540 FOR J=1 TO 8 :: X$(J)=" "
:: NEXT J
550 DISPLAY AT(3,1)ERASE ALL
: "(R)edo last line?" : "(S)tar
t over?" : "Choice? R/S R" ::
ACCEPT AT(5,13)SIZE(-1)VALID
ATE("RS")BEEP:Q$
560 IF Q$="S" THEN 590 :: GO
SUB 650
570 CLOSE #3 :: OPEN #3:"DSK
"&OUT$,INPUT
580 LINPUT #3:M$ :: PRINT #1
:M$ :: IF EOF(3)<>1 THEN 580
ELSE CLOSE #3 :: GOSUB 670
:: GOTO 620
590 CLOSE #3:DELETE :: GOSUB
670 :: GOTO 620
600 DISPLAY AT(3,1)ERASE ALL
: "Skip how many lines? " ::
ACCEPT AT(3,22)VALIDATE(DIG
IT)BEEP:SK :: FOR J=1 TO SK$
B/SP :: PRINT #1 :: PRINT #3
: " " :: NEXT J
610 DISPLAY AT(3,1)ERASE ALL
: "More? Y" :: ACCEPT AT(3,7)
SIZE(-1)VALIDATE("YN")BEEP:Q
$ :: IF Q$="N" THEN CLOSE #3
:: STOP
620 DISPLAY AT(3,1)ERASE ALL
: "Load new font? N" :: ACCEP
T AT(3,16)SIZE(-1)VALIDATE("
YN")BEEP:Q$ :: IF Q$="Y" THE
N PRINT #1:CHR$(27)&"@ " :: G
OTO 150
630 DISPLAY AT(3,1)ERASE ALL
: "Change codes? N" :: ACCEPT
AT(3,15)SIZE(-1)VALIDATE("Y
N")BEEP:Q$ :: IF Q$="N" THEN
450 ELSE 260
640 PRINT #1:A$:: PC$=PC$&A
$ :: RETURN
650 DISPLAY AT(3,1)ERASE ALL
BEEP:"Set printer to top of
page": "and press Enter"
660 CALL KEY(0,K,ST):: IF ST
=0 THEN 660 ELSE RETURN
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 136,APPEND :: RETURN
680 CALL SOUND(1000,110,0,-4

```

```

,0):: DISPLAY AT(23,1):"CANN
OT OPEN THAT FILE!" :: FOR D
D=1 TO 100 :: NEXT DD :: RET
URN

```

This program asks you for one of your font files. Next it allows you the option of downloading special characters to your printer, if you have such a file on disk. Then you are asked for an output filename; this is necessary because the program rapidly uses up available string storage memory.

Then you are taken through the various printer options. You also have a character width choice of 1, 6, 7, 8. The normal screen font uses only 5 of the 8 pixels of width, so you can select a width of 6 or 7 to get more letters on a line. If your font file used a wider char set, be sure to allow for spacing. If you select 1, you will print a line in the normal printer font.

You are also asked for the line spacing, in 1/72" increments. Characters are normally 8 lines high, but you have the option to print each line multiple times for tall characters or, with closer line spacing, for denser print. Try 3/72" with superscript multiplied by 3, or 5/72" with a solid block graphic character with triple printing.

Finally, you are shown the maximum number of characters according to your options, from 5 double-width 8-wide to 22 compressed 6-wide; you input a line and see it printed. It will be automatically centered.

If you are satisfied with it, the line is saved to disk, you specify the number of lines (8/72" spacing) to skip, and you are taken thru the options (including a new font) for the next line. The previous selections become the default options, so you

can skip through quickly.

If the line is not satisfactory, you have the option of advancing the paper to the next page and reprinting the poster up to that point from the disk file and then continuing.

Now, here's the neat part. When you have finished your poster, you can print as many copies as you want. Just key in this program -

```

100 OPEN #1:"PIO",VARIABLE 1
36 :: PRINT #1:CHR$(27)&"@ "
110 DISPLAY AT(12,1)ERASE AL
L:"Filename? DSK" :: ACCEPT
AT(12,14)BEEP:F$ :: OPEN #2:
"DSK"&F$,INPUT
120 DISPLAY AT(12,1)ERASE AL
L:"Load a download font? Y/N
N" :: ACCEPT AT(12,27)SIZE(
-1)VALIDATE("YN"):Q$ :: IF Q
$="N" THEN 150
130 DISPLAY AT(12,1)ERASE AL
L:"Filename? DSK" :: ACCEPT
AT(12,14)BEEP:F$ :: OPEN #3:
"DSK"&F$,INPUT
140 LINPUT #3:M$ :: PRINT #1
:M$ :: IF EOF(3)<>1 THEN 140
ELSE CLOSE #3
150 DISPLAY AT(12,1)ERASE AL
L:"How many copies?" :: ACCE
PT AT(12,18)VALIDATE(DIGIT):
N :: FOR J=1 TO N
160 DISPLAY AT(12,1)ERASE AL
L BEEP:"position paper, pres
s Enter"
170 CALL KEY(0,K,S):: IF S=0
THEN 170 ELSE CALL CLEAR
180 LINPUT #2:M$ :: PRINT #1
:M$ :: IF EOF(2)<>1 THEN 180

```

You'll have to reposition the paper after each one.

The poster maker program was written for my Gemini 10X and I have not tried to offer options for other printers, since I don't have them available for testing. However, I think that these are the essential changes for the Epson standard.

```

260 DISPLAY AT(3,1)ERASE ALL
: "(1) PICA": "(2) ELITE": "(3)
COMPRESSED PICA": "(4) COMPR

```

```

ESSED ELITE":STR$(Q):: ACCEP
T AT(7,1)SIZE(-1)VALIDATE("1
234"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&CHR$(77):: GOSUB 640
:: GOTO 300
290 IF Q=3 THEN S=132 :: A$=
CHR$(15):: GOSUB 640 ELSE S=
160 :: A$=CHR$(15):: GOSUB 6
40
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 160,APPEND :: RETURN

```

And these changes should make compressed elite available on the Gemini 5610 in Star mode.

```

260 DISPLAY AT(3,1)ERASE ALL
: "(1) PICA": "(2) ELITE": "(3)
COMPRESSED PICA": "(4) COMPR
ESSED ELITE":STR$(Q):: ACCEP
T AT(7,1)SIZE(-1)VALIDATE("1
234"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&"B"&CHR$(2):: GOSUB
640 :: GOTO 300
290 IF Q=3 THEN S=136 :: A$=
CHR$(15):: GOSUB 640 ELSE S=
160 :: A$=CHR$(27)&"B"&CHR$(
4):: GOSUB 640
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 160,APPEND :: RETURN

```

Other modifications should be fairly easy. The variable S contains the maximum number of characters per line. In lines 310-400, the option is turned on if it is selected, turned off if it is not.

Almost out of memory,

Jim Peterson

NEXT MEETING TUESDAY DECEMBER 11, 1990. MERRY CHRISTMAS!!!!

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

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Disk Librarian	Lou Holmes	617 965/3584		
Tape Librarian	Walter Nowak	413 436/7675		
NEW-AGE/99	Jack Sughrue	476/7630		

NOVEMBER MEETING. Lou Holmes demoed Giff/Mania, and he and Corson gave a very interesting demo which compared how the program ran on both a 99/4A and a GENEVE. Jack was nice enough to arrive early and get the heat going, Thanks Jack. Brian O'Brian won the raffle and there were fifteen members present.

DECEMBER MEETING. I am not sure what is in store for us at this month's meeting, but I am sure it will be enjoyable. We are taking a month off from Disk of the Month, next month we will have a four disk set of the latest version of Funnelweb. We plan to charge \$10.00 for this set and the proceeds will be divided between the group and the MacGovern's who certainly deserve our support. I will have a limited number of boxes of discs for sale. The price is \$1.50 for a box of ten.

HELP WANTED!!! I will not be able to attend the February, March and April meetings because of job requirements. I need someone to take responsibility for the key to our meeting house, someone to take care of the raffle, someone to give me a short note on what went on at the meeting and what is planned for the next; I will continue to do the newsletter. We also need someone to coordinate our table at the Fayah in April.

RAFFLE. Every month we have a raffle to help defer the cost of the monthly hall rental. The number of prizes awarded depends on the number of tickets sold. This month we have some TI T-Shirts, disk holders and some games for prizes. If you have some old things you no longer use how about some donations for the raffle, our prize chest is getting low!!!

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.

REPRINTS. Reprints are 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.

DISK LIBRARY. The disk library will be at the meetings from now on. We have copies of all disks in the library and they are available to members for just \$1.50 each.

FOR SALE. The group has a TI Count Business Software package available for sale. If interested contact Jim Cox at the above number or the club address.

DISK OF THE MONTH. The DDM returns next month.

