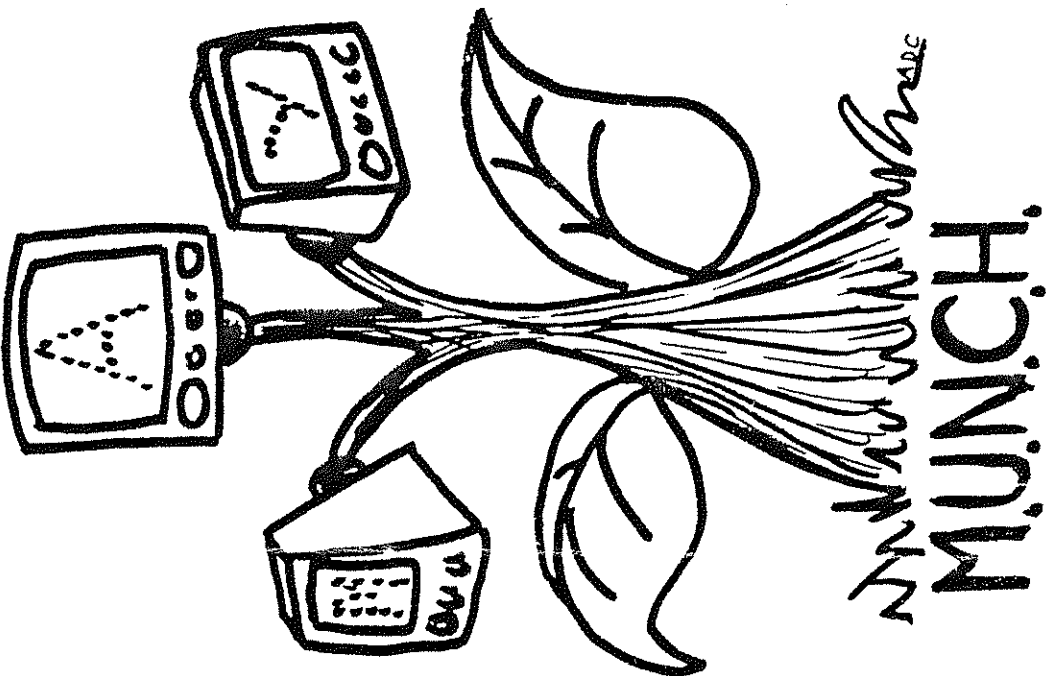


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Mass Users of the Ninety-nine and Computer Hobbyists  
 MAY 1996 Monthly Newsletter Version 15.05



M.U.N.C.H.  
 C/O J. W. COX  
 905 EGDEBROOK DRIVE  
 BOYLSTON, MASS. 01505

NEXT MEETING: TUESDAY, MAY 14th.

POSTMASTER: Forwarding and Address Correction Requested.

FIRST CLASS!!

R. A. BISHOP  
 16 FRENCH AVE.  
 NORTHCOTE 3070., VICTOR IA  
 AUSTRALIA CLUB

NEXT MEETING TUESDAY, May 14, 1996 7:00 PM. Happy Mother's Day  
OFFICERS AND NUMBERS (all in 508 area unless noted)

PRESIDENT	Walt Nowak	413-436-7675		
VP./Treas./Editor	Jim Cox	869-2704	MUNCH DUES:	
DEMO LEADERS:	Corson Wyman	865-1213	New Membership	\$25.00
	Jack Sughrue	476-7630	Renewal	\$15.00
CLERK	Ben Parda	791-9172	Newsletter Sub.	\$13.00
Advanced Programmer	Dan Rogers	248-5502		

\*\*\*\*\*  
APRIL MEETING. I missed the meeting due to illness and bad weather. I am not sure if a meeting was held.

MAY MEETING. I should be in attendance. Leslie Hadley who won a modem and RAM Disk at the Faire last fall has returned these items to the group because he can not use them. He suggests we do what we want with them. One thing he mentioned was to raise money for the Tony Falco Fund. I would like to use the RAM Disk in the Group's system. I know we have made generous contributions to the Falco Scholarship Fund both as a Group and individually. We can decide on this and look at some of the recent disks of the month at the meeting.

RAFFLE. Occasionally we have a raffle to help defer the rental cost of our meeting hall, it depends on the number present.

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 interest you will probably interest other members of the T.I. community, so please share your ideas and opinions with all of us.

DISK LIBRARY. The disk library is at all meetings. We have copies of all disks in the library and they are available to members for just \$1.00 for each disk unless otherwise specified. You can order them through the mail, please add \$1.00 for the first disk and \$.40 for each additional disk ordered to cover postage and handling.

DISK OF THE MONTH. This month's disk #152 is Jacques GrosLouis' Creating Sylk Files from Funnelweb. For more information see article on page 1.

ADVENTURE II. This is our fund-raiser for now. The cost to members is \$4.00; add \$2.00 for first class postage. The regular price is \$6.95 plus postage. This is a two DSSD disk set, archived. There is also a special on The Adventure Compendium and Adventure II for members it is \$8.00 plus \$3.00 for first class postage.

FOR SALE: Al Eisenhower of Hyannis, Mass. has T.I. equipment for sale. He is especially interested in trading T.I. stuff for American Flyer trains or other trains. Call him after 5:30 p.m. EST at 508-775-4289.

Dennis Lavoie, a former member, has a complete system with software for sale. Call Dennis at 508-797-3538. Another former member, Al Kresock has a lot of software and hardware for sale. He wants to sell it as one package. Call him at 607-797-0589(Johnson City, N.Y.).

OLD TRICKS FOR NEW (and not so new) USERS  
by Joseph Cohen  
Lima Ohio User Group

Thou many of us tend to ignore most of the cartridge software for our computer, with the exception of TI Extended Basic and, possibly, Multiplan, Logo II, Editor/Assembler, and TE-2 (for speech), many of the cartridges are very enjoyable. In order to give you an excuse for searching your closets and basements looking for those hidden modules, I'd like to point out that many of them have undocumented features ranging from useful to interesting to amusing. Here are a few examples.

Many are probably familiar with "The Secret of Personal Record Keeping: Implementing DISPLAY AT and ACCEPT AT without Extended BASIC", published way back in 99'er magazine and reprinted in The Best of 99er, p. 76. Briefly, TI BASIC with the PRK module contains the commands CALL D() and CALL A() (similar to DISPLAY AT and ACCEPT AT). Presumably this also works with the Statistics module, but I do not have this one and could not verify it. I have been told that this is a result of the hybrid nature of certain modules, containing both GPL and BASIC coding. Perhaps someone knows or could discover additional undocumented features of this cartridge (I have extra PRK modules if anybody would like to experiment with it), and possible other cartridges which call console BASIC routines (E.G. Tax/Investment Record keeping).

Next, the TI Disk Manager cartridge offers a proprietary protection feature that does not allow the Disk Manager to copy a protected diskette. To use it, press the FCTN-X key ten times while on any menu screen. You will hear a beep (if your monitor has sound!) and >< will appear at the center top of the screen. Any diskettes initialized at this point will be proprietary protected. Each time you address them using the Disk Manager cartridge (e.g., to catalog such a diskette), a low-tone beep will sound (not present for unprotected diskettes), informing you that the diskette is protected. The protection information is stored in sector 0 on the diskette. This type of protection is ineffective against the sector disk copiers and has been discussed in the past. I wonder if anybody knows more about it. The DM-1000 offers protection and un-protection of diskettes; is it the same kind as the TI Disk Manager cartridge?

Now to a few game cartridges. Moonmine, Alpiner, Munchman, Munchmobile, and Hooper have a test mode, where you can select the starting level. So if you wanted to see what it is like to play at those levels you could never reach, here is a good reason to plug those cartridges into your 99/4A! The test mode is obtained by pressing SHIFT/8 3 8 at the game title screen (SHIFT/8 only, for Hopper). and on Burgertime, pressing SHIFT/8 gives a message: "code modifications by John M. Phillips". Have you always played Parsec as a one player game? Here is something different, for a two player team. If the fire buttons on both joysticks are pressed simultaneously, Spaceship Parsec will not overheat. Horizontal lines will appear on the screen, but they do not disturb the game and would allow, in fact, one to see the Bynites when they turn invisible.

This is certainly not an exhaustive list. If anybody knows about other "tricks", would they please let me know? [Ed note: Mr. Cohen can be reached at the newsletter address, P.O. Box 647, Venedocia OH 45894]. I am sure the Adventure and Tunnels of Doom modules contain undocumented features. Please take a few moments to let others know, and enjoy your cartridges!

```

T(3,10):"YOUR LUCKY"
:: DISP
LAY AT(5,5):"PICK 3
NUMBERS
ARE: :: R=7 !226
1030 FOR X=1 TO 6 ::
C=11 ::
  REM GAME LOOP !243
1050 FOR Y=1 TO 3 ::
REM 3 N
UMBER GENERATION LOOP
!008
1060 RANDOMIZE ::
Z=INT((9-0
+0)*RND)+0 !163

DISPLAY AT(R,C):Z ::
C=
C+3 !217
1080 NEXT Y !239
1090 R=R+1 :: NEXT X
!141
1100          DISPLAY
AT(18,4):"JOT T
HESE NUMBERS DOWN" ::
DISPLA
Y          AT(22,3):"THEN
PRESS -R- T
O RETURN" !235
1110          DISPLAY
AT(24,4):"OR -E
- TO EXIT PROGRAM"
!038
1 1 2 0          C A L L
KEY(0,K,S):: IF S=
O THEN 1120 !168
1130 IF K=82 THEN 310
:: IF
K=69 THEN 5030 ::
GOTO 1120
!032
2000 GOSUB 5000
2010 CALL CLEAR ::
DISPLAY A
T(3,10):"YOUR LUCKY"
:: DISP
LAY AT(5,2):"MISSOURI
LOTTO
NUMBERS ARE:" :: R=11
!198
2030 FOR X=1 TO 6 ::
REM GAM
E LOOP !068
2050 RANDOMIZE ::
A=INT((48-
0+1)*RND)+0 !191
2060 RANDOMIZE ::
B=INT((48-
0+1)*RND)+0 :: IF B=A
THEN 2

```

```

060 !148
2070 RANDOMIZE ::
C=INT((48-
0+1)*RND)+0 :: IF C=A
THEN 2
070 :: IF C=B THEN
2070 !128
2080 RANDOMIZE ::
D=INT((48-
0+1)*RND)+0 :: IF D=A
THEN 2
080 :: IF D=B THEN
2080 :: I
F D=C THEN 2080 !131
2090 RANDOMIZE ::
E=INT((48-
0+1)*RND)+0 :: IF E=A
THEN 2
090 :: IF E=B THEN
2090 :: I
F E=C THEN 2090 :: IF
E=D TH
EN 2090 !157
2100 RANDOMIZE ::
F=INT((48-
0+1)*RND)+0 :: IF F=A
THEN 2
100 :: IF F=B THEN
2100 :: I
F F=C THEN 2100 :: IF
F=D TH
EN 2100 :: IF F=E
THEN 2100
!206
2120          DISPLAY
AT(R,3):A :: DI
SPLAY AT(R,7):B ::
DISPLAY A
T(R,11):C :: DISPLAY
AT(R,15
):D :: DISPLAY
AT(R,19):E ::
DISPLAY AT(R,23):F
!048
2130 R=R+1 :: NEXT X
!141
2140 GOTO 1100 !159
5000 CALL CLEAR ::
DISPLAY A
T(10,3):"HOW MANY
GAMES? 1-1
10" :: ACCEPT
AT(10,24)VALIDA
TE("1234567890"):G
!128
5010 IF G<1 THEN 5000
:: IF
G>10 THEN 5000 !228
5020 RETURN !136

```

```

5030 CALL CLEAR ::
DISPLAY A
T(7,11):"GOOD LUCK!"
!080
5040 FOR X=1 TO 800
:: NEXT
X !032
5050 CALL CLEAR ::
END !222

```

\*\*\*\*\*  
\* Today's Grin \*  
\*\*\*\*\*

Seen on bumper  
sticker:

"CLEAN HOUSE!-  
AND SENATE TOO!

\*\*\*\*\*  
\* POSTAL NOTE: \*  
\*\*\*\*\*

PLEASE SEND ALL  
CORRESPONDENCE  
DIRECTLY TO HAROLD  
HOYT, 1380 TRAMPE AVE  
SPANISH LAKE, MO  
63138

Our friends in the  
Postal Service have  
moved their offices  
and changed our box  
number. This has  
caused great  
inconvenience to our  
correspondents and  
newsletter exchanges.

There is a better  
than even chance that  
my address will be  
good for awhile.  
I've been here since  
about 1966. A PO Box  
will be available for  
those reckless people  
who want to take a  
chance.

```
*****
* PROGRAM LISTING *
* LOTTO *
* by *
* WAYNE GARRISON *
*****
```

```
1 !SAVE DSK1.LOTTO
!165
10 REM LOTTO PICKER
!042
20 REM SYSTEM: 99/4a
INTE
RPRETER: XBASIC !116
50 REM of the MDC-RCC
& ST.L
LOUIS 99ERS !044
100 REM ABBREVIATED
VERSION
!025
120 CALL CLEAR ::
DISPLAY AT
(10,10):"LOTTO
PICKER" :: DI
SPLAY AT(12,15):"BY:"
:: DIS
PLAY AT(14,9):"WAYNE
GARRISON" !048
130 DISPLAY
AT(22,5):"PRESS
ANY KEY TO BEGIN"
!086
140 CALL KEY(0,K,S)::
IF S=1
THEN 150 ELSE 140
!177
150 CALL CLEAR ::
DISPLAY AT
(4,8):"INTRODUCTION"
:: DISP
LAY AT(8,2):"LOTTO
PICKER IS
AN EASY TO" !227
160 DISPLAY
AT(9,2):"USE PRO
GRAM WHICH CENTERS"
:: DISPL
AY AT(10,2):"AROUND
LOTTERY
GAMES WHICH" !092
170 DISPLAY
AT(11,2):"ARE CU
RRENTLY AVAILABLE IN"
:: DIS
PLAY AT(12,2):"THE
ST.LOUIS
AREA. SIMPLY" !063
```

```
180 DISPLAY
AT(13,2):"SELECT
YOUR GAME AND THE"
:: DISPL
AY AT(14,2):"NUMBER
OF TRIES
." !009
190 DISPLAY
AT(15,2):"THIS P
ROGRAM WAS WRITTEN"
:: DISPL
AY AT(16,2):"PURELY
FOR ENTE
RTAINMENT." !019
200 DISPLAY
AT(17,2):"PURPOS
ES WITH AN INTENT TO"
:: DIS
P L A Y
AT(18,2):"PROMOTE
FROGR
AMMING AND USE" !056
210 DISPLAY
AT(19,2):"OF THE
TI 99/4a. THE
AUTHOR" :: DI
SPLAY AT(20,2):"DOES
NOT WIS
H TO ENCOURAGE" !071
220 DISPLAY
AT(21,2):"USERS
TO GAMBLE." !177
230 DISPLAY
AT(24,2):"-PRESS
ANY KEY TO CONTINUE-
" :: CA
LL KEY(0,K,S):: IF
S=0 THEN
230 !096
240 CALL CLEAR ::
DISPLAY AT
(2,3):"THE AUTHOR
ASSUMES NO
SPLAY AT(12,15):"BY:"
:: DIS
" :: DISPLAY
AT(3,1):"RESPON
SIBILITY FOR LOSSES"
!094
250 DISPLAY
AT(4,1):"INCURRE
D WHILE USING THIS"
:: DISPL
AY AT(5,1):"PROGRAM,
AS THE
NUMBERS ARE" !033
260 DISPLAY
AT(6,1):"RANDOML
Y
GENERATED.
HOWEVER," :: DI
```

```
SPLAY AT(7,1):"IF ANY
SUBSTA
NTIAL WINNINGS" !246
270 DISPLAY
AT(8,1):"SHOULD
ARISE AS THE RESULT"
:: DISP
LAY AT(9,1):"OF THE
USE OF T
HIS PROGRAM," !053
280 DISPLAY
AT(10,1):"PLEASE
HAVE THE GOOD
ETHICS" :: DI
SPLAY AT(11,1):"AND
MORALS T
O REMEMBER AND" !108
290 DISPLAY
AT(12,1):"CONSID
ER THE AUTHOR WHEN
YOU" :: D
I S P L A Y
AT(13,1):"COLLECT. ---
---THANK YOU." !076
300 DISPLAY
AT(24,2):"-PRESS
ANY KEY TO CONTINUE-
" :: CA
LL KEY(0,K,S):: IF
S=0 THEN
300 !167
310 CALL CLEAR ::
DISPLAY AT
(4,4):"GAMES
AVAILABLE WITH"
:: DISPLAY
AT(6,7):"LOTTO P
ICKER" !036
320 DISPLAY
AT(10,4):"1--MIS
SOURI PICK 3" ::
DISPLAY AT(
12,4):"2--MISSOURI
LOTTO" !1
72
350 DISPLAY
AT(24,5):"-SELEC
T YOUR GAME" !003
500 CALL KEY(0,K,S)::
IF S=0
THEN 500 !057
510 IF K<49 THEN 500
:: IF K
>50 THEN 500 !225
520 IF K=49 THEN 1000
:: IF
K=50 THEN 2000 !182
1000 GOSUB 5000 !235
1010 CALL CLEAR ::
DISPLAY A
```

AND THE WINNING NUMBER IS-----

By:  
Wayne Garrison  
(MDC-RCC STL.99ers)

How many times have you sat patiently all stressed out with anxiety waiting to hear those famous words followed by a list of numbers which you have placed all your hope and a little bit of your hard earned cash? Well, if you are engaged in the dream conjuring phenomena known as lottery fever, then it is certain you know exactly what I'm talking about. The odds are rarely in favor of your winning the big jackpot, but wouldn't it be great to hit it once? "Just think of all the neat things I could afford to do with my computer. I could get one of those hard drives and that 512k memory card I've been wanting." There are lots of computer software packages available for ridiculous prices which will come up with "the winning number". Some of them go as far as to involve statistical analysis of previously picked numbers which requires extended periods of fact finding to enable the program to come up with what it considers to be "probable picks". In all actuality, there is no proven method of picking the right numbers because of the random method used by the lottery administrators. Although I personally do not participate in the game, I have talked with many who do. Everyone seems to have their own little way of picking their lucky numbers. Birth dates, ages, anniversary dates, these are just a few of the sources people use to get the numbers they are willing to take a chance on. There are even those who choose to let the computer at the store do the choosing for them.

All of this got me to thinking; I have a computer, maybe if I try real hard I can write a program that will pick numbers. I may decide to give my luck a try. All it takes is one win to rise to stardom in the computer programming field. Can you imagine the headlines? "GUY WINS BIG JACKPOT WITH HIS TI 99/4A". Well enough dreaming, even if I don't hit the "big one", it would be an exciting venture in programming this little machine.

First thing I had to do is gather a few facts about the many lottery games available in this area. Currently, there are about seven games here in the two state area. I mainly had to find out about the structure of the numbers picked and the range. Then I had to figure out some sort of formula the computer could use to generate the numbers. What I ended up with was a very functional program; not a lot of graphics and whistles and bells, but an easy to use program which has just as good a chance of picking the right numbers as any other program available. After I completed it I did some testing sort of on the side, since I don't play the lottery, to see what percentage of the time it could produce "the winning numbers". I saved the front page of the newspaper with the lottery numbers for a couple of months and then I sat down one night and ran the program and based the experiment on 10 tries per game per day. I am somewhat pleased to report that the program came close to the number several times, but no cigar. I think if I had continued testing for a much longer time I may have gotten lucky. Who knows? There is always a chance of winning. If nothing else, it was good experience in programming.

Granted, most people would rather stick with their current numbers, but for others, this program could offer a little hope. Due to the limited space available in this publication, I was forced to offer you this abbreviated version of my original program. This explains why the line numbers jump around so much. I do not claim this program will make you rich. I can't guarantee it will even come close. It's based purely on randomly picked numbers and the type of luck which may be following you around. As stated in the introduction to the program, I do not wish to encourage anyone to gamble as I understand it is against some people's morals or even religious convictions, but it could be used for fun or even as another example of what is possible in the way of programming our computers.

If you are interested, and I hope you are, you will take a few minutes to sit down at your 99 and type this listing into your computer and try to get the feel of it and the formula for the numbers. I promise it contains no bugs and it will run the first time you crank it up. Don't forget to save it to disk routinely after typing a few lines in to ensure it won't accidentally get lost if you have a "lock-up" or power failure.

Type it in and give it a try. "And the winning number is-----" Good Luck!

MUNCH OIRK # 154

Sectors Used 463				Available 257				Filecount 28			
Filename	Size	Type	Rec P	Filename	Size	Type	Rec P				
*AID	8	Program	BX	REFLECTC	33	Program	EA				
DIVIDE/C	14	Dis/Var	80	REFLECTD	9	Program	EA				
DIVIDE/M	7	Dis/Var	163	SPIRAL1/C	5	Dis/Var	80				
DIVIDEC	30	Program	EA	SPIRAL1/M	3	Dis/Var	163				
LABYRINT/C	26	Dis/Var	80	SPIRAL1C	15	Program	EA				
LABYRINTHC	33	Program	EA	SWEEP3/C	47	Dis/Var	80				
LABYRINTHD	4	Program	EA	SWEEPA	3	Program	EA				
LOAD	6	Program	BX	SWEEPB	2	Program	EA				
MATHTEST/C	22	Dis/Var	80	SWEEPC	33	Program	EA				
MATHTEST/M	8	Dis/Var	163	SWEEPD	21	Program	EA				
MATHTESTC	33	Program	EA	UPCASE/C	7	Dis/Var	80				
MATHTESTD	15	Program	EA	UPCASE/M	3	Dis/Var	163				
REFLECT/C	21	Dis/Var	80	UPCASEC	33	Program	EA				
REFLECT/M	11	Dis/Var	163	UPCASED	9	Program	EA				

Jim:

Except for \*AID and LOAD, all of above are .XB programs converted to c99. The XB program is in merge format (file ends in /M). The c99 source code (file ends in /C) is also enclosed. DIVIDE, MATHTEST and REFLECT appeared in Mp. and were written by REGINA. UPPER CASE was written by Charlie Good to convert his library files to uppercase so that it could be searched by FWB - Disk review. SWEEP was written by Lucie Dore and LABYRINTH was converted to XB by her. SPIRAL was adapted from a program by Bruce Harrison which accompanied his COMPILER disk. I wrote \*AID for use with REMIND.

Jacques.

## COMPANION FOR FWB 5.01 EDITORS

These files are intended to expand the features of Funnelweb Editors v5.01 and to be used with Epson compatible printers which accept downloaded characters. Since many of the programs produce DV80 files which contain 8 bit characters these files cannot be used with TI-Writer, unenhanced versions of Funnelweb editors and other similar word processing programs. These programs and files were developed using an EPSON FX-80 printer. Most programs which use printer codes have been written in Extended Basic and may be changed if different printer codes are required.

The utilities which this Companion contains will allow you to:

- 1) Include TI-artist Instance files in your printed document.
- 2) Create DV80 files from CHARA1 type files which can be imbedded in your document and which will download different character fonts to your printer when printed.
- 3) Create new CHARA1 type files to your liking.

The DOCUMENT and APPENDIX files must be printed from FWB Editor 5.01 because they contain examples of the features contained in these utility files.

The document files have been archived because they do not fit on one SSSD disk.

The package is being released as Public Domain software and may be copied, shared, uploaded to BBS systems, and such, without compensation to the authors.

I hope you will find these programs useful. If you wish to contact me write or phone:

Jacques GrosLouis  
1747 Riverbank Drive  
Bathurst New Brunswick E2A-4L1  
CANADA  
Phone (506) 548-3930

P.S. Please remember that although New Brunswick shares a border with Maine it is in the Atlantic time zone so that our time is one hour later than the zone for the eastern coast of the U.S.A. and the provinces of Ontario and Quebec in Canada.

February 1996

MUNCH DIJK # 153



Creating Sylk Files from Funnelweb et al.  
By Jacques GrosLouis

MultiPlan users know that you can print a spreadsheet to a disk which can be used by word processing programs such as Funnelweb and other like programs. The program FWB2SYLK allows you to go the other way, by entering data in a FWB document in spreadsheet format which is then converted to SYLK format for loading into MP. These procedures are a bit technical but must be followed to be successful.

This program was put together by using parts of programs described in past MICROpendium articles. Jerry Stern's article and program in the May 1987 issue of MICROpendium used tab settings to create a simple database file and Bill Harms' articles and programs in the Dec 1986 and Jan 1987 issues of MICROpendium were very useful and are recommended for your reading. This program handles only raw data in numeric or alpha forms, formulas and other items which can be entered in a cell in MP are not supported.

The first step is to enter the required information with the TEXT EDIT mode of Funnelweb or an equivalent. To prevent formatting, Word Wrap should be turned OFF by pressing CTRL "0". Tabs should now be set to define the fields of the data to be inputted. These fields can be any width accepted by MP. Enter your data and save the document. The default name used by the program is DATA, but any name can be used.

The program FWB2SYLK can now be run. The first prompt asks for the name of your DVS0 file. After entry, the file is read and each line is entered in array R\$( ) to determine the number of rows in the document. The TAB settings are then read to determine the number of fields which will be set up as columns in the spreadsheet. The program then displays the settings of the fields and the contents of the first row of each field. The name of the output DF128 file is then entered. This file name will end with /SY to distinguish it from the input data file name. The program then converts the input file information to produce a DF128 file in SYLK format which is displayed on the bottom of the screen. In order to use this DF128 file with MP the file must be converted to an IF128 file. To make this change from FWB enter DISKREVIEW, point to the file, press I to inspect the file and display the File Description Record by entering I twice. Enter 02 at byte >0C to change the bytes starting at >0C to 0202. Write this change to the disk and the file is now in IF128 format which can be loaded into MultiPlan.

In order to Transfer Load this file in MP, first setup the Transfer Option to accept a Symbolic file. The file can then be loaded. Once loaded formulas and other required features can be added.

## ...FROM THE BEACH

BY GARY FITZGERALD

99ers are worried. MICROpendium is to be published every \*other\* month. User groups are disbanding. The support we once had for our machines is diminishing. In casual conversation with other computer enthusiasts, we hear the 99/4A referred to as that toy or game cartridge machine like the Atari this or the Coleco that. Our computers can't exist side by side with the "latest technology". We are becoming obsolete. Maybe we should all go out and buy Intel Pentium computers and get it over with. Has it come to that?

If I substitute the word vintage for obsolete, does any great paradigm shift occur? Can I still do word processing on my TI? Can I build a spreadsheet? Can I keep track of my appointments? Can I balance my budget electronically? Can I be creative? Can I gain knowledge? Can I think better? Wait, Wait, WAIT! I started discussing typical computer tasks and the words "creative" and "think" snuck in. Why would I put them in this discussion? Because that's my point.

You can balance your budget, write a letter, calculate a spreadsheet, and keep track of your appointments with a piece of paper and a pencil. You really don't need a TI or any computer. You need to know what these processes do, how to make them useful. I myself never thought of spreadsheets. A friend wanted to computerize his small business. What he was after in reality was convenient storage and access to his business data. What we discovered was a way to arrange this data into information that could be manipulated. We learned how to do this on a 99/4A. He put to use this knowledge and plugged it into a DEC Rainbow computer. It had 80 columns and could create a bigger spreadsheet. But both computers used Microsoft Multiplan. So different degrees of efficiency were the deciding factor in choosing the hardware. But the learning, the thinking, the planning was developed on a TI.

The selling of today's computers is reminiscent of automobile merchandizing in the '50's and '60's. Bigger tailfins are CD-ROMS, leather interiors could be analogous to full action video capability. Every few months the new "gottahaveit" is announced. I have a PC and use it to go online to collect information. But I find myself reading about "All Things TI" and just picking up bits of info on my PC. Studying the TI is more interesting than the data collecting with the PC. Adventure gaming requires skill and has been done on the TI for a decade. Writing code to make a program right for you is more satisfying than flipping pages in a manual to figure out how someone else thought "it" should be done. Jim Peterson is more interesting than Windows 95. The Tigercub makes me think, makes me analyze, makes me go back to my TI.