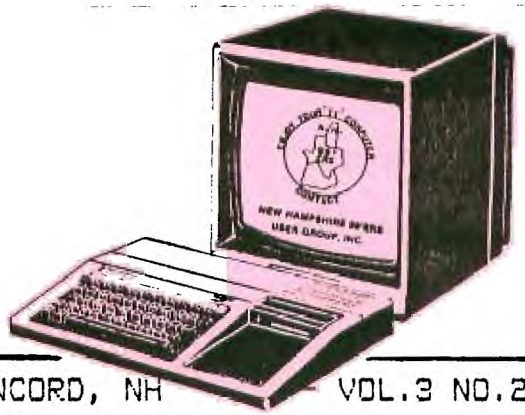
NEW HAMPSHIRE 99'ERS
FEBRUARY 1985
NEWSLETTER



NHUG NEWSLETTER - PO BOX 7199 HEIGHTS STATION - CONCORD, NH VOL.3 NO.2

<<<<RANDOM RAMBLINGS>>>>

Our members hail from as far north as Sanbornville, as far west as Bennington, as far south as Westford, MA and as far down east as Berwick, ME. Many can't join us at each meeting, so please don't get too upset if some of this info seems redundant.

Graphic demonstrations were the highlight of the January meeting, with Richard Scott stealing the show with his presentation of SUPER SKETCH. He also showed us the screen dump of a sketch which he drew with DRAW & PLOT (Quality Software). The artwork is reproduced elsewhere in this issue. The GRAPHICS DISPLAY GENERATOR was also demo'd and we would like to remind you that the tape is available "on loan" if you are interested.

We have instituted a "Lending Library". You can now borrow "packets" of the out-of-state newsletters which we receive via the NEWSLETTER EXCHANGE PROGRAM. Each "packet" contains approx. 10 editions. These newsletters from User Groups across the country (and Canada) are are an invaluable source of info on the 4/A. Each "packet" can be borrowed for up to 2 weeks. These are forwarded by SPECIAL 4TH CLASS mail. If you pick-a-pack @ a meeting the charge is 75 cents (we provide a S.A.S.E.), by mail the cost is $1.50. These are shipping costs only!

Also available "on loan" is the GRAPHX manual. Anyone seriously interested in graphics should consider this program. We have at least two members who would like to purchase GRAPHX, and if they can get three more members interested the price drops $10 per unit. Please remember that these copies are the club's originals, feel free to copy them, but, PLEASE send them back!

Tentatively scheduled for the Febraury 27th meeting is a demonstration of the CORCOMP Disk Drive Controller by new member Mike Vespaukas of New Ipswich. Mike has recently moved to NH from South Carolina where he was a member of a UG. We are anxious to compare notes!

<<<<BULLETIN BOARD>>>>

N.B. UNLESS OTHERWISE STATED, A FIRM'S INCLUSION IN THE BULLETIN BOARD DOES NOT CONSTTITUTE AN ENDORSEMENT BY THE CLUB.

>COMPUTER SHOPPER - PO Box F - Titusville, FL 32781. CS has offered our members a special $5 rate for a 6 month subscription. This is a limited time offer (expires 07/31/85). Every issue is chock-full of bargains and computer news from all over. Send your orders to us along with $5.00. Please allow six weeks to receive your first issue. Don't delay! Page 149 of the February issue featured an ad by AMERICAN DESIGN COMPONENTS (62 Joseph Street - Moonachie, NJ 07074 [Inquiry line 201/939-2710 and Order line 800/524-0809]) for Modulators @ $7.50 NEW, Transformers @ $2.95 NEW, the Solid State Printer @ $24.95 AS IS, Disk Drive (with self-contained power supply) and Disk Controller (not a card) @ $99.00 complete AS IS etc. There is a similar ad on page 119 by SABET ELECTRONICS.

>MICRO HOTLINE - 3H Taggart Drive - Nashua, NH. The state Attorney General has filed suit with this company and charged its officers with violating consumer protection laws. The suit alleges false advertising of stock and shipment. The company's phones have been disconnected and company officials could not be reached for comment.

>RADIO SHACK. Dan Chase of RS Hooksett (603/ 668-7797) advised us that he stocked the grey TI99/4A keyboards (STOCK#277-1017) for $2.95. They are in VERY short supply, so call your local RS for availability.

>SEARS. As of 02/03/85 the S.Willow St. - Manchester store had the following peripherals in stock:

Peripheral Expansion Box.....$99.99 (26)
Bare drive for PEI.....$99.88 (56)
no controller card
Modem.....$29.88 (7)
External disk drive.....$199.88 (19)

These items are not on the floor! For more information contact Marie Doyon @ SEARS (603/669-8280 Ext.257) for more info. Anyone else is liable to give misinformation.

>ONLINE... a free BBS? See actual Log-on in this issue.

>SUNDISK SOFTWARE - PO Box 1690 - Warren, MI 48090-1690 (TIBBS 313/751-1119). SS provides discount hard/software exclusively thru mail order sales. To obtain a complete list of their wares send $4.50 to Sundisk. In turn, they will forward their current catalog and five programs on tape or disk (your choice). They claim their business succeeds from their prompt and effective response. In Sept. of 84 we received their latest price list. NHUG ordered C.O.D. in November. We never heard from them. After five weeks we sent an inquiry and SS prez, Craig Barton, responded with a new price list and stated that we ordered from their "old" list to a now closed PO Box and that they no longer delivered C.O.D. We decided to re-order because they had some interesting public domain programs for sale. We mailed a Money Order on 1/5 and our shipment was received on 1/24. It was incomplete and one disk was mislabelled and a duplicate of another. Nonetheless, what we did receive was quite good and these programs are now available thru the NHUG Library (see reference sheet). Craig sent another price sheet... again with price changes! SS maintains a 24 bulletin board service called TIBBS. We'll let you know in the next issue how our "problem" was solved.

>M & T UTILITYWARE - 3507 Murl - Muskegon, MI 49442 (616/773-4504). DISK + AID is advertised as doing everything that DISK FIXER will do plus 20 more menu driven features. Two versions are available: object code on disk in uncompressed format $15; and with source code $22. Req. XB, MM, or E/A and 32k with Disk Drive. DISK MAPPER is a utility program designed to allow the user to screen, printer, or disk a complete map of what is on a disk... $12. Req. same as D + A. They have several other programs listed. Contact them for more info.

>ARDEN ENTERPRISES - PO Box 89 - Walkersville, MD 21793. AE announces two new original programs for the 4A. CRYTOCOMPUTE combines the ability either to decode the built-in cryptic messages or to copy published cryptograms from your favorite games publication... $21.45. Req. XB and Disk. SCANNERS tests your memory and dexterity by requiring rapid decisions and executions of commands to prevent the universe from being captured by the evil forces of the Klidsons... $16.45. Req. XB, 32k and Disk.

>CORCOMP INC. - 1255 N. Tustin Ave - Anaheim, CA 92807. This month's COMCOMP CURSOR (newsletter) is dedicated to selling the 9900 Micro Expansion System.

MES is 5.5" X 5.5" and weighs 1 lb 10 oz. yet contains the equivalent of a 32K memory card, RS232 card, and a CorComp DSDD disk controller. John Clulow of the New Horizons and OH-MI-TI UG's received an MES to test on his BBS. He claims that it has run perfectly for over 350 continuous hours. Latest price....$???.??.

>GREAT LAKES SOFTWARE - 804 E. Grand River Ave. - Howell, Mi 48843. GSL announced several new software applications and are making them available as a 2 for 1 special until 04/23/85. Currently available are two graphing applications, a program called BANNERS which creates large signs using a printer, a directory program that will keep a master directory of all disk files in a software collection, four games, some educational software, a utility package that contains an assembly language screen-print utility, and a true lower case routine.

>NHUG DATA BANK - c/o Helene LaBonville - 121 Camelot Drive RFD5 - Bedford, NH (603/472-3369).

<<<<WRAP-UP>>>>

Thanks to Richard Scott of N. Berwick, ME for the captivating graphic demonstrations. Good Luck in the DRAW & PLOT contest!

Thanks also to Chris Ferris and family of Goffstown for allowing us to use their system for emergency disk duplications. By the way, Chris owns a Navarone WIDGET... what a time saver! It sure does save wear and tear on the cartdridge port.

This month's issue includes a game programmed in FORTH by Jim Jagielski. Designed for the novice, this game should help you better understand the power of FORTH.

CASSETTE SETTING was written by Paul Lanoie of Berwick, ME. Paul has owned his TI for 3 years and expanded his system as a result of a tip which he received at the January meeting. His two children each have their own consoles. Paul is hoping to find time to dabble with Assembly Language and surely FORTH. For those of you who purchased the ASSY GAMES disk prior to 2/1/85, Paul has supplied us a "fix" for loading CROSSFIRE. Change the end of line 120 of the LOAD program to read: IF X = 4 THEN 180.

We have been tempted to rename the newsletter "THE NH BAILEY NEWS" in honor of staff writer Richard J. Bailey! We didn't have enough space this month to include some of his submissions, but hang in there, they will appear in future editions. Hearty thanks to Richard, Jim and Paul and all those who have written articles for us. Without you there wouldn't

be a NHUG NEWSLETTER.

Lastly, our meetings are generally held on the last Wednesday of the month. The next meeting will be held in the function room of PABLO'S at 7:30 p.m. on WEDNESDAY, FEBRUARY 27th. The March meeting is scheduled for 3/27.

I have over 600 non-copyrighted Programs in my library. I will Process your choices onto cassette, disk, or hardcopy for $1.00 each and copy unit. Comparable Programs may be exchanged. For more info, see me at the next meeting or contact me at:

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--- CASSETTE SETTINGS ---

--- Volume = WAY UP Tone = WAY DOWN ---

What??? Tone WAY DOWN !!! That's right. WAY DOWN as in all the way towards 0, or all the way towards "LO" as it is called on my GE recorder. But wait you say. The books all say to set TONE all the way up, or all the way towards HI. That's right; that's what the books all say.

So how did I come up with this idea? As seems to be the case with cassette recorders, I was having my share of problems in getting consistant performance in reading programs from my cassette recorders. The first recorder that I used was borrowed from my boy. It is a Panasonic mod.RQ-2107. Using the TI instructions resulted in a very narrow acceptable band of "Volume" settings(between 7 and 9). Any other "volume" setting just would not work. I lived with this problem for a while, then I purchased a GE Mod. 3-5152B. At the time GE did not yet have the "Dataset" which they now sell. The 3-5152B has a counter, and that's what I needed. With the GE recorder the acceptable volume settings improved, however I still had problems reading some tapes, including tapes purchased with programs already on them as well as some tapes that I reffered to as my "garbage" tapes. These could only be read 1 out of 10 times, on a good day. Does any of this sound familiar?

What makes one tape readable, and another not readable? That seemed to be the 6 million dollar question. So I brought my cassette recorder to work, where I was able to look at the output signal with an oscilloscope. In reviewing both "good" as well as "garbage" tapes, I could see that the garbage tapes were producing more signals that did not resemble anything regular in shape or level. Reducing the "tone" setting, while increasing the "volume", produced a signal that most resembles the two frequencies that represent the computer data. (With a cassette recorder, 0's and 1's are represented by two different frequencies, as in telephone modems.) It's been a while since I did this, but as I remember the lead tone is represented by a frequency of 600HZ.(cycles per second), with data tones of 1200HZ., and 2400HZ. Please don't hold me to these numbers. As I say it's been a while, and of course I didn't write anything down.

Forget all the technical mumble jumble. The important thing is that these settings worked, and they continue to work. I have not had one misread. Not one, not with "good" tapes, not with "garbage" tapes. I consider this something of a miracle. It's been over a year since I started using this method, and my son now has his Panasonic recorder hooked to his TI. He got one of the $60 machines for Christmas 1983. We had to shake the sand out of this recorder before we could use it, but, you guessed it, "Volume" is all the way UP, "Tone" is all the way DOWN. And it works great.

So if you are using a cassette recorder, try it, who knows, it might work for you too. My next article will deal with my experiences with my new green video monitor(not all good). See you then.

Paul G. Lanoie - P.O. Box 658 - Berwick, Me. 03901

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CONNECT - LINE #3
TIME : 09:22:46PM
DATE : 01/15/84
INVALID LOGON MAY CAUSE TERMINATION

DO YOU HAVE A LOGON/PASSWORD? (Y/N):N
REQUESTING FILE:
PLEASE WAIT...
NEW USER INFORMATION
IF YOU WOULD LIKE A LOGON/PASSWORD TO USE ONLINES PRODUCT INFORMATION SECTIONS THERE IS A YEARLY CHARGE OF $20.00.
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PLEASE INCLUDE THE FOLLOWING:
YOUR NAME, MAILING ADDRESS, AGE, SOCIAL SECURITY NUMBER, TYPE OF COMPUTER YOU USE AND YOUR HOME TELEPHONE NUMBER
IF YOU REQUIRE ADDITIONAL INFORMATION PLEASE CALL OUR OFFICE AT:
1 (404) 998-7776
THE FIRST OF ONLINES NATIONWIDE MESSAGE BASES WILL BE OPERATIONAL THIS WEEK.

****
* NUMBER RACE GAME BY: JIM JAGIELSKI *
****

Enter the program in any three consecutive screens of the FORTH Program disk. After this is done, LOAD the screens. When the program is compiled enter the TIMER setting for the game.

For example: 1000 TIMER !

* Remember to enter the word ! after the word TIMER which will tell FORTH to store the entered TIMER value.

After TIMER is set, enter the word RUN (this will begin the game)

The game is programmed for two people using joysticks number 1 and 2. The object of the game is to race around the screen collecting the numbers. A specific number also represents its point value. Remember that your opponent will be racing around the screen collecting numbers at the same time you are. The game will end when the timer reaches zero. At this time you may give the TIMER a different value and/or re-start the game by entering RUN .

* NOTE: RELEASE ALPHA LOCK BEFORE STARTING GAME.

(SCREENS continue on last page)

This was copied from TIBBS, Portland, ME. 1-207-797-5690

This is an 80 column file that was uploaded by Jonathan Moral.

These LOADS apply to XB WITH EXPMEM only, except where noted, and MAY, repeat MAY work for the E/A module, and/or MINI/MEM.

**CALL LOAD(-31806,16)..DISABLES FCTN QUIT KEY
**CALL LOAD(-31806,64)..KILLS SPRITES
**CALL LOAD(-31806,32)..DISABLES AUTO SOUND PROCESSING
**CALL LOAD(-31806,128).DISABLES FCTN QUIT, SOUND AND SPRITES
**CALL LOAD(-31806,0)...RESTORE ANY OR ALL OF THE ABOVE
**CALL PEEK(-31974,A,B).in the command mode. Then..PRINT A6+B-1776.

This is roughly the equivalent to the SIZE command in XB. The 1776 figure is the approx. overhead in TI BASIC. XB has slightly more. If you have ever had a very,very long program and are unable to run it with your disk drives, this is for you. It is much easier with MINI-MEM, and that explanation follows.

**CALL LOAD(-31888,63,255)::NEW..frees memory/disables disks.
**CALL LOAD(-31888,55,215)..then, RUN, NEW or EDIT to restore.

This is equivalent to CALL FILES(0) in XB (which of course you can't do.) and has the effect of completely disabling the disk drives, and freeing up the memory allocated to the disks. Any calls to the drives, once the LOAD has been involked, will FREEZE THE COMPUTER, and you will have to turn it off to restore. Involking this command prior to loading your long program via cassette, will negate your having to turn you PES on and off again.

MINI-MEM....
With the mini-mem installed, its even neater, and you can save your very long programs on disk and use them again, WITHOUT having to turn your PES on and off. Here's how.
1. use the call load command above.
2. load your long program via cassette. Then save EXPMEM2.
3. Restore your disk by typing CALL FILES(1).....NEW....then OLD EXPMEM2.
4. Save to DSK1. under whatever name you desire.
5. When you wish to use the long program, merely CALL FILES(1), OLD DSK1.PROGRAM, SAVE EXPMEM2, CALL LOAD(-31888,63,255), NEW, OLD EXPMEM2.
6. Run your program.
7. If you still get a MEMORY FULL message at that point....sorry, I can't offer any more than that.

To restore the DRIVES without turning the PES off and on, use the same location with number 55. CALL LOAD(-31888,55,215)::NEW or RUN or EDIT

**CALL PEEK(-28672,A)..Checks for speech synthesizer. If attached, returns a value of 255 if speech synthesizer is attached, and 127 if speech synthesizer is not attached.
I have received info from other sources that, depending on the system, the return will be 96 if attached and 0 if not attached. Fool around with this location to determine what value is returned on YOUR system.

**CALL LOAD(-32630,128)..returns you to the title screen (not recognizable due to graphics not restored, but its there.

**CALL LOAD(-31961,149)::END or STOP..will reset you XBASIC, search DSK1 for a program called LOAD and RUN that program if it is found.
**CALL LOAD(-31961,51)::END..resets to the title screen, with full graphics implimented.
**CALL LOAD(-32572,1)..produces a "MUSHIE" keyboard.
**CALL LOAD(-32572,128)..disables the keyboard.
**CALL LOAD(-31878,X)..where X is the highest number of sprites you are using. Useful for halting SPRITES >X, or, if X=Ø then brings all sprites to a grinding halt.
**CALL LOAD(-31806,X)..same as above, but reputed to work a little faster to accomplish the same task.

This next one takes some experimentation, and it's use, is again, dubious.
**CALL LOAD(-31745,Ø)..produces a frozen screen, which, after a few seconds, blanks entirely. Restore by pressing (FCTN -).
**-32443,-32187,-31931,-32699 are located in SCRATCH-PAD ram, and are self-duplicating. Whatever is found to be at >81ØØ-81FF will also be found at >82ØØ-82FF etc. Therefore loading EITHER of these locations with a specific value, will accomplish the following:
i.e. CALL LOAD(-32699,X)..(within body of program) where X =
2..activates ON WARNING NEXT command.
4..activates ON WARNING STOP command.
16.activates TRACE function.
64.activates ON BREAK NEXT command.

**CALL LOAD(-31866,33,Ø)..then SIZE..makes it seen as if you have just gotten something for nothing, but don't believe it. Try other values, and prove it to yourself.

**CALL LOAD(-31868,Ø)..(withing the body of a program)..If the program is halted with a FCTN 4 (break), listing the program will be impossible, as will RUNning the program again. You may, however CON to resume the program.

**CALL LOAD(-31748,1)..normal cursor speed, and normal duration for WARNING tones and INPUT beeps. Loading with a larger number makes the cursor blink faster, and increases the length of the tones. Try values 2 or 18 for fairly good results. Using Ø (zero) halts cursor and disables tones.

I'm sure there are a lot more interesting and useful locations to be played with, than what I have been able to collect over the past few months. I have (4) four locations which are used to "unprotect" protected extended basic programs. I will give all four locations to anyone who can supply me with one(1) good location, different from those detailed above, as well as other uses for those locations. I will also accept ANY useful or worthwhile information about the TI machine. DROP YOUR COMMENTS/LOADS/POKES/PEEKS off to me via MAIL TI645Ø, or to:

TERRY ATKINSON
28 SAVONA CT.
DARTMOUTH, NS
B2W 4R1, CANADA

I will then SMAIL you with the four locations for unprotecting protected programs in XB.

MANY THANKS TO THOSE WHO HAVE RESPONDED WITH KIND REMARKS AND OTHER LOCATIONS WHICH I HAVE INCLUDED HERE. UNFORTUNATELY, I AM UNABLE TO GIVE PROPER CREDIT, AS I HAVE MISPLACED THE ORIGINAL LIST OF DONORS.

TIPS FROM THE TIGERCUB

#18

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TIGERCUB SOFTWARE
156 Collingwood Ave.,
Columbus OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit Users' Groups, with credit to Tigercub Software.

My new catalog #5 is now available for $1.00, which is deductable from your first order. It contains over 130 programs in Basic and Extended Basic at only $3.00 each (plus $1.50 per order for casette, packing and postage, or $3.00 for diskette, PP&H).

The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for only $15.00 postpaid.

Nuts & Bolts is a diskfull of 100 (that's right, 100!) Xbasic utility subprograms in MERGE format, ready for you to merge into your own programs. Contents include 13 type fonts, 14 text display routines, 12 sorts and shuffles, 9 data saving and reading routines, 9 wipes, 8 pauses, 6 music, 2 protection, etc., etc., all for just $19.95 postpaid!

New programs this month -

TCX-1058 SCRUM, now available in Extended Basic. I'm told that this challenging puzzle-game has been programmed for other computers under the name Merlin. I haven't seen it, but I don't think you can beat my version - it's 511 puzzles in one!

TCX-1137 SOUNDMAKER, a very versatile utility program to develop sound effects, then save them in the form of actual program lines. Requires Extended Basic; disk only.

I must first thank all those newsletter editors and other users' group officers who are trying so hard to help me keep my kitchen table enterprise alive. One users group reprinted my entire catalog in their newsletter, another is putting it on their BBS, another made me an honorary life member, many others have mentioned and recommended my software in their newsletters.

Unfortunately, all that support hasn't helped very much. From reading the editorials in many newsletters, I can easily see that most users groups consist of a few dedicated hard-working individuals and a lot of.....well, frankly, freeloaders. And freeloaders don't buy software!

To borrow a few quotable quotes from the newsletters, "too many getters and not enough givers", and "users are users!". That is why users groups are fading away, software producers are going out of business, and the TI-99/4A will die before its time.

In the last Tips, I mentioned the one remaining bug in my 28-Column Converter. I have found a fix for it. The version published in Tips#15 was a horrible example of sloppy programming, so I have rewritten it entirely -

```
100 DISPLAY AT(1,4)ERASE ALL
:"28-COLUMN CONVERTER" :: DI
SPLAY AT(3,12):"by Jim Peter
son"
110 DISPLAY AT(5,1):" To con
vert a program, saved":"with
 LIST ""DSK1.FILENAME"",":"i
nto 28-column format which":
"can be merged into the text
"
120 DISPLAY AT(9,1):"buffer
of TI-Writer."
130 DISPLAY AT(11,1):" Optio
nally with transliter-":"ate
d @, &, #, ^ and . for":"pri
nting from formatter":"mode.
"
140 DISPLAY AT(16,1):" Progr
am should be RES in":"steps
of 10 starting at 100":"befo
re LISTING to disk."
150 DISPLAY AT(20,1):" Do yo
u want to print the":"file f
rom the":" (E)ditor":" (F)o
rmatter?"
160 ACCEPT AT(24,1)VALIDATE(
"EF")BEEP:Q$
170 LN=100 :: CALL CLEAR ::
INPUT "What is the FILENAME?
      DSK1.":FN$ :: FN$="DS
K1."&FN$ :: PRINT : :
180 INPUT "what is the new F
ILENAME?  DSK1.":PN$ :: PN$
="DSK1."&PN$ :: OPEN #1:FN$,
DISPLAY ,VARIABLE 80,INPUT :
: OPEN #2:PN$,DISPLAY ,VARIA
BLE 80,OUTPUT
190 IF Q$="E" THEN 200 :: PR
INT #2:".TL 126:94;" :: PRIN
T #2:".TL 123:64;" :: PRINT
#2:".TL 125:38;" :: PRINT #2
:".TL 124:42;" :: PRINT #2:"
.TL 92:46;" :: PRINT #2:".NF
"
200 IF EOF(1)=1 THEN 300 ::
LINPUT #1:A$
210 IF LEN(A$)<80 THEN LN=LN
+10 :: GOTO 260
220 LINPUT #1:B$ :: IF POS(B
$,STR$(LN),1)=1 THEN FLAG=1
:: LN=LN+10 :: GOTO 260
230 A$=A$&B$ :: IF LEN(A$)<1
60 THEN LN=LN+10 :: GOTO 260
240 LINPUT #1:B$ :: IF POS(B
$,STR$(LN),1)=1 THEN FLAG=1
:: LN=LN+10 :: GOTO 260
250 A$=A$&B$ :: LN=LN+10
260 S=1
270 L$=SEG$(A$,S,28):: IF Q$
="E" THEN 280 :: GOSUB 320
280 IF L$<>"" THEN 290 :: IF
 FLAG=1 THEN FLAG=0 :: A$=B$
 :: GOTO 210 :: ELSE GOTO 20
0
290 PRINT #2:L$ :: S=S+28 ::
 GOTO 270
300 IF Q$="E" THEN 310 :: PR
INT #2:".FI;AD;"
310 CLOSE #1 :: CLOSE #2 ::
END
320 DATA (see instructions below')
330 RESTORE 320 :: FOR W=1 T
O 5 :: READ CH$,K$
340 X=POS(L$,CH$,1):: IF X=0
 THEN 360
350 L$=SEG$(L$,1,X-1)&K$&SEG
$(L$,X+1,LEN(L$)):: GOTO 340
360 NEXT W :: RETURN
```

The DATA elements to be typed in line 320, separated by commas, are - the "at" sign above the 2, the left brace on the front of the F key, the

ampersand above the 7, the right brace on the front of the 6, the carat sign above the 6, the tilde on the front of the N, the asterisk above the 8, the whatsit? on the front of the A, the period, and the backslash on the front of the Z. If you don't want to revert to FILL and ADJUST, delete the second statement in line 300.

Beware the A6 bug! The asterisk in the above program is transliterated because of an odd quirk of TI-Writer which causes it to change A$256 into A6! It happened to me, and I've seen it in two published programs.

If my Autoloader gives you a couple of asterisks instead of the number of sectors, it's because you have files over 99 sectors long. You can change the image in line 170 to ### if you want to.

Here is probably the last word on the challenge to write a 1-line XBasic program which would scramble the numbers 1 to 255 into a random sequence without duplication. This one runs in 17 seconds!

```
100 ! FROM TISOFT (BELGIUM)
NEWSLETTER V.6 #4 JULY-SEPT
84 - ANONYMOUS
110 DIM R(255):: FOR I=0 TO
255 :: R(I)=I :: NEXT I :: F
OR I=0 TO 255 :: RANDOMIZE :
: CALL PEEK(-31808,J):: K=R(
J):: R(J)=R(I):: R(I)=K :: N
EXT I
120 FOR J=0 TO 255 :: PRINT
R(J);:: NEXT J
```

I believe that Craig Miller is due the credit for publishing the PEEK used in that routine. He also found a PEEK to get two random numbers, which I fooled around with until I discovered I had a mosquito trapped behind my TV screen.

```
100 ! MOSQUITO  by Jim Peter
son from a PEEK by Craig Mil
ler
110 CALL CLEAR :: CALL SPRIT
E(#1,42,2,100,100)
120 RANDOMIZE :: CALL PEEK(-
31808,A,B):: CALL MOTION(#1,
A-128,B-128):: GOTO 120
```

If you're worried about the mosquito getting out, you can put a screen on the window by adding a statement to line 110 - CALL CHAR(32,"FF888888FF888888")

Here's one for the kiddies -

```
100 REM - DANCING STICKMAN p
rogramed by Jim Peterson
110 CALL CLEAR
120 DIM S(26),T(60),NN(60)
130 FOR CH=48 TO 80 STEP 8
140 CALL CHAR(CH,"000028107C
1028")
150 NEXT CH
160 GOSUB 590
170 FOR SET=3 TO 7
180 CALL COLOR(SET,1,1)
190 NEXT SET
200 DATA "  H  000  P","  H
 000  F","  H   0   F","  00
0000000","  8  000  @","  8
 000  @"
210 DATA " 88  000  @@","  H
HH000PPP","  H  8 @  P","  H
  8 @  F","HHH  8 @  FPP","
   8 @","     8 @","   888
@@@"
220 PRINT "     dancing stic
kman": : : :
230 RESTORE 200
240 FOR J=1 TO 14
250 READ A$
260 PRINT TAB(6);A$
270 NEXT J
280 CALL COLOR(3,16,5)
290 CALL COLOR(4,16,7)
300 CALL COLOR(5,5,16)
310 GOTO 690
320 ON INT(3*RND+1)GOSUB 340
,400,460
330 RETURN
340 CALL COLOR(4,1,1)
350 CALL COLOR(6,16,5)
360 GOSUB 560
370 CALL COLOR(6,1,1)
380 CALL COLOR(4,16,7)
390 RETURN
400 CALL COLOR(5,1,1)
410 CALL COLOR(7,16,7)
420 GOSUB 560
430 CALL COLOR(5,1,1)
440 CALL COLOR(5,7,16)
450 RETURN
460 CALL COLOR(4,1,1)
470 CALL COLOR(5,1,1)
480 CALL COLOR(6,16,5)
490 CALL COLOR(7,16,7)
500 GOSUB 560
510 CALL COLOR(6,1,1)
520 CALL COLOR(7,1,1)
530 CALL COLOR(4,16,7)
540 CALL COLOR(5,5,16)
550 RETURN
560 FOR D=1 TO 30
570 NEXT D
580 RETURN
590 F=262
600 FOR N=1 TO 25
610 S(N)=INT(F*1.059463094^N
)
620 NEXT N
630 S(26)=40000
640 RESTORE 740
650 FOR J=1 TO 60
660 READ T(J),NN(J)
670 NEXT J
680 RETURN
690 FOR J=1 TO 60
700 CALL SOUND(T(J)*100,-S(NN
(J)),0,-S(NN(J))+5,5)
710 GOSUB 320
720 NEXT J
730 GOTO 690
740 DATA 4,6,4,13,4,13,4,13,
4,17,4,13,4,17,4,15,4,12,4,1
3,4,13,4,15,4,17,8,13,4,12
750 DATA 4,8,4,13,4,13,4,15,
4,17,4,18,4,17,4,15,4,13,4,1
2,4,8,4,10,4,12,8,13,4,13,4,
26
760 DATA 4,10,4,12,4,10,4,9,
4,10,4,12,8,13,4,8,4,10,4,8,
4,6,4,5,4,6,6,6
770 DATA 4,10,4,12,4,10,4,9,
4,10,4,12,4,13,4,10,4,8,4,13
,4,12,4,15,8,13,4,13,4,26
```

I used to sign off with 'happy hackin'", but the vandals and thieves have made hacking a disreputable word, so

Meeowww
The Tigercub
Jim Peterson

```
SCR #33
  0   ( NUMBER RACE GAME BY: JIM JAGIELSKI )
  1   BASE->R SPLIT2 HEX 3800 ' SATR 3800 SSDT : GAME ;
  2   0 VARIABLE XSTAT  0 VARIABLE YSTAT  0 VARIABLE SCORE1
  3   0 VARIABLE SCORE2 0 VARIABLE TIMER 63 VARIABLE Y2
  4   6E VARIABLE X1    6E VARIABLE X2    63 VARIABLE Y1
  5   : INIT-SPRS 6E 63 5 10 1 SPRITE 6E 63 6 10 2 SPRITE 1 MAGNIFY
  6             3C3C 493E 0815 22C0 10 SPCHAR RANDOMIZE
  7             7E62 021E 1E02 627E 11 SPCHAR
  8             C0C0 D8D8 FFFF 1818 12 SPCHAR
  9             7EC0 FCFE 06C6 E67C 13 SPCHAR
 10             3C7C 60DC F6E6 E6FE 14 SPCHAR
 11             F7 RND 3 + 97 RND 22 + D 11 3 SPRITE
 12             F7 RND 3 + 97 RND 22 + C 12 4 SPRITE
 13             F7 RND 3 + 97 RND 22 + A 13 5 SPRITE
 14             F7 RND 3 + 97 RND 22 + 7 14 6 SPRITE ;
 15   : SPUT1 X1 @ Y1 @ 1 SPRPUT ; : SPUT2 X2 @ Y2 @ 2 SPRPUT ; -->

SCR #34
  0    ( GAME CONTINUED-1... )
  1   : X1+1 2 X1 +! SPUT1 ; : X1-1 -2 X1 +! SPUT1 ;
  2   : Y1+1 Y1 @ B9 < IF 2 Y1 +! SPUT1 ENDIF ;
  3   : Y1-1 Y1 @ 1D > IF -2 Y1 +! SPUT1 ENDIF ;
  4   : X2+1 2 X2 +! SPUT2 ; : X2-1 -2 X2 +! SPUT2 ;
  5   : Y2+1 Y2 @ B9 < IF 2 Y2 +! SPUT2 ENDIF ;
  6   : Y2-1 Y2 @ 1D > IF -2 Y2 +! SPUT2 ENDIF ;
  7   : UP1 YSTAT @ 4 = IF Y1-1 ENDIF ;
  8   : DOWN1 YSTAT @ FC = IF Y1+1 ENDIF ;
  9   : RIGHT1 XSTAT @ 4 = IF X1+1 ENDIF ;
 10   : LEFT1 XSTAT @ FC = 1 AND IF X1-1 ENDIF ;
 11   : UP2 YSTAT @ 4 = IF Y2-1 ENDIF ;
 12   : DOWN2 YSTAT @ FC = IF Y2+1 ENDIF ;
 13   : RIGHT2 XSTAT @ 4 = IF X2+1 ENDIF ;
 14   : LEFT2 XSTAT @ FC = IF X2-1 ENDIF ;
 15   -->

SCR #35
  0   ( GAME CONTINUED-2... )
  1   : JSCAN1 1 JOYST YSTAT ! XSTAT ! UP1 DOWN1 RIGHT1 LEFT1 ;
  2   : JSCAN2 2 JOYST YSTAT ! XSTAT ! UP2 DOWN2 RIGHT2 LEFT2 ;
  3   : SC1 C 1 GOTOXY SCORE1 @ . ;
  4   : SC2 C 2 GOTOXY SCORE2 @ . ;
  5   : COINC1 7 3 DO I 1 4 COINC IF BEEP F7 RND 3 +
  6     97 RND 22 + I SPRPUT I SCORE1 +! SC1 ENDIF LOOP ;
  7   : COINC2 7 3 DO I 2 4 COINC IF BEEP F7 RND 3 +
  8     97 RND 22 + I SPRPUT I SCORE2 +! SC2 ENDIF LOOP ;
  9
 10   : RUN 0 SCORE1 ! 0 SCORE2 !  6E X1 ! 6E X2 ! 63 Y1 ! 63 Y2 !
 11         INIT-SPRS SP! PAGE ."  TIMER:  " CR ."  PLAYER #1: " CR
 12     ."  PLAYER #2: " TIMER @ 1 + 1 DO  8 0 GOTOXY TIMER @ I - .
 13     SP! JSCAN1 COINC1 JSCAN2 COINC2 LOOP 7 3 GOTOXY
 14     ." *** GAME OVER *** "  DELALL DECIMAL QUIT ;
 15   R->BASE
```

NEXT MEETING

WEDNESDAY

FEBRUARY 27th

7:30 p.m.

PABLO'S RESTAURANT

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