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NH NEW HORIZONS NEWS LETTER

NORTHWEST OHIO COMPUTER CLUB FOR THE TEXAS INSTRUMENTS 99/4A

AND THE MYARC GENEVE 9640 PERSONAL AND HOME COMPUTER

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THIS MONTHS MEETING FEB.10,1990 SATURDAY AT UNITY CHURCH 12:30 PM.
Behind Wendy's off Secor Road on Executive Dr.

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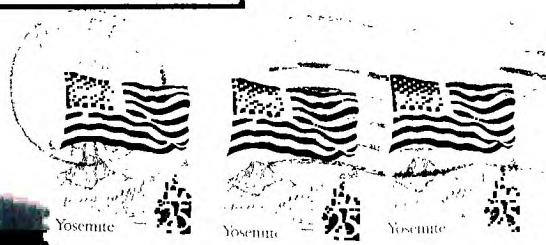
NORTHWEST OHIO

99ER NEWS



AIR MAIL

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PRESIDENT'S CORNER

Bill Tiep

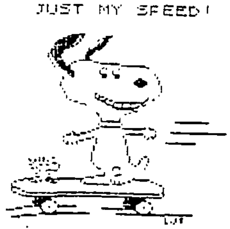
NEW HORIZENS

by Bill Tiep

Tis Februry and time to think ahead to spring with warmer days. Our own Roger Feinauer has put together a utilities disk. It has some very neat routines that most any one could use. There will be a second disk of Barry Traveler XXB routines with DOCS. Also a song quiz.

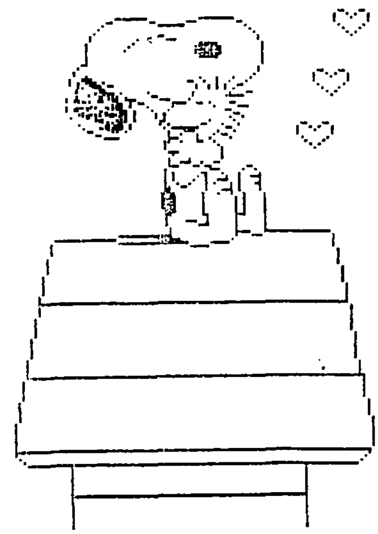
I spoke with Cris Bobbet a week after our meeting about "PRESS". He said that the programmer was still working at it. Cris had no idea of when the project would be completed. He mentioned another product to be released soon?... It is a spell checker. There will be three versions. A version for single sided drives, one for double-density drives and for hard drives. Cris indicated the price would be approximatly $25 to $30. My initial gut reaction was this spell checker was part of "PRESS".

I hope the March disk will be games and some kind and generous soul who has never demonstrated a club disk before will do so.



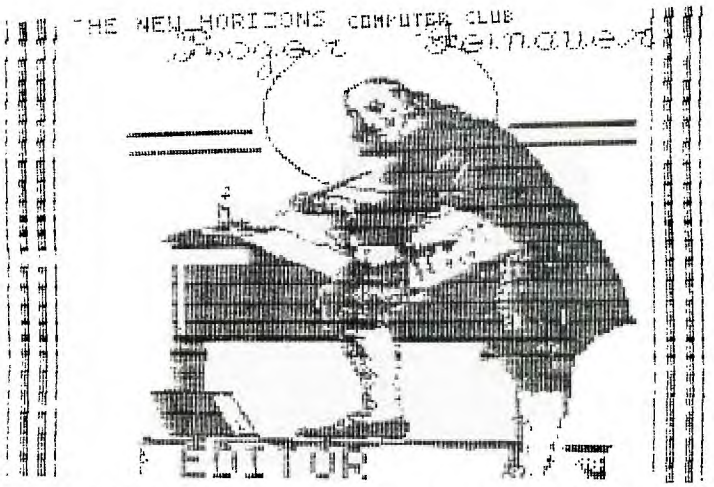
I SURE DO LIKE YOU!

HAPPY VALENTINE'S DAY



Love Story Listing

```
100 REM ** LOVE STORY **
 by L. Dorais / Nov. 1987
 for Extended BASIC only
110 REM
120 GOTO 140 :: CALL CHAR ::
 CALL HCHAR :: CALL SCREEN
130 CALL COLOR :: CALL MAGNI
FY :: !@P-
140 CALL CHAR(36,"44EEFEFEFE
7C3810"&RPT$("0",48))! supri
se
150 DISPLAY AT(7,4)ERASE ALL
:"$ LOVE STORY $" :: RANDOMI
ZE
160 CALL CHAR(48,"FFFFFFFFFF
FFFFFF",136,"FFFFFFFFFFFFFF
F"):: CALL COLOR(3,15,1,14,1
6,1)
170 CALL HCHAR(16,1,136,128)
:: CALL HCHAR(20,1,48,64)::
CALL HCHAR(22,1,136,96)! lan
dscape
180 CALL CHAR(120,"010307080
70F170F1F2F1F3F5F01010100080C
0A0C0E0D0E0F0EBF0F2F4")! tre
es
190 CALL CHAR(124,"010001080
0021000042100044000000000000
020004010800002800A004")! lig
hts
200 CALL CHAR(104,"030303070
1070F1B3307CF1F0606CE0CC0C0C
0E08CE0F0D8CCE0F0FB60607070"
)! girl
210 CALL CHAR(108,"030303030
1070F193303070706060ECECC0C0C
0C080E0F0D8CCC0E0E0606070 70"
)! boy
220 CALL CHAR(116,"030F1F070
301010307 0F03000 31F0F0100F0F
8FCFC9C5EFEFEFE3E0C7CFCF8F0C0"
)! moon
230 REM
240 DISPLAY AT(7,4):"" :: CA
LL SCREEN(5):: CALL MAGNIFY(
4)
250 CALL SPRITE(#9,120,13,89
,26,#7,120,13,110,106,#2,120
,13,144,200)! put trees
260 CALL SPRITE(#10,116,11,2
5,180,0,-1)! put moon
270 CALL SPRITE(#4,108,5,132
,64,#5,104,14,132,145)! put
couple
280 !@P+
290 BV=(RND*50)-25 :: GV=(RN
D*50)-25 ! velocity
300 CALL MOTION(#4,0,BV,#5,0
,GV)! move couple
310 CALL ON :: CALL OFF ! li
ght trees
320 CALL COINC(#4,#5,10,COIN
):: IF COIN=-1 THEN CALL KIS
S :: GOTO 300
330 CALL KEY(0,K,S):: IF S=0
 THEN 310 ELSE 290 ! press a
ny key
340 REM
350 SUB ON :: CALL SPRITE(#8
,124,12,89,26,#6,124,8,110,1
06,#1,124,16,144,200):: SUBE
ND
360 SUB OFF :: CALL DELSPRIT
E(#8,#6,#1):: SUBEND
370 SUB KISS :: CALL MOTION(
#4,0,0,#5,0,0)
380 CALL POSITION(#4,PR,PC):
: IF PC>250 THEN PC=250
390 CALL SPRITE(#3,36,9,PR+6
,PC+6,-30,0):: CALL SOUND(30
0,1900,0)
400 FOR DEL=1 TO 300 :: NEXT
 DEL :: CALL DELSPRITE(#3)::
 SUBEND
```



Well it's February already how time flys. This month as Newsletter Editor it is my responsibility to let all know that if you dont have the dues paid for 1990 this will be the last news letter mailed to members, so please pay Earl before this February meeting.

Last month Bud Mills asked me to play around with the new Boot program with my GRAM Kracker. So this is what I discovered, actually I discovered a number of things.

First off I found that I could load most of my GPL programs into the Gram Kracker just as easily as loading other programs such as DSKU1 OR ARC3Ø3 as I just had to remember to switch the write protect switch to bank #1 before loading. Then return it back to w/p position when finished. And the program is on the display menu.

One of the first things I tryied was to save it to save it to Grams 1 and 2. At first it would load but, wouldn't do anything. Then with a couple of telephone calls to Bud, who reminded me to read the docs closer we discovered what I was doing wrong. By the way at this time the PGRAM CARD doesn't support GRAMS 1 and 2 but this could change.

Well here goes First on the Gram Kracker load Menu which can be activated by placing the far right switch of the Gram Kracker to loader on position, this will page out Ti-Basic and replace it with the Gram Kracker load menu. One of the functions is that it can also load EA option #5 programs also. So by pressing option #1 on this menu That is LOAD MODULE and in this case the program is BOOT. Type the following DSK1.BOOT. At the bottom of the screen you will be asked to press the space bar when it is finished loading. After the space bar is pressed the program will be loaded and running.

Now that BOOT is loaded we want to save the program into the Gram space of your choice. This case lets load boot to Gram 1 and 2 .

On the Gram Kracker we are using this space for the Gram Kracker Loader so sense Boot is loaded we dont need it any more so turn the loader on switch to the loader off position. Also because we also have another says TI-Basic which allows the machine GROMS 1 and 2 to work when the loader switch is to the loader off position lets switch it " that is the middle switch from TI-BASIC position to Grams 1-2 position.

Ok we are ready to load BOOT, simple press FCTN 5 for edit menu, then press FCT 9. at this time it will ask for what drive you wish to save Boot to. By press FCTN 9 one more time BOOT will ask what Gram n. DO YOU WISH SAVE. Answer 1 and press enter. Know Boot will promt you if you wish it to run on power up answer YES with a Y. Now do a FCTN + and BOOT will take over on power up. If you have a CORCOMP disk controller as I do you will have to press the space bar to make it go to BOOT. To save Console Rams see your Gram Kracker manual for load/save console.

Some of the save I have come up with is Boot at GRAM 1-2 Super extended Basic and the Edit/Assembler in Grams 3-F. Here is one the PGRAM CARD can do. In Gram 3-F load the Edit/Assm along with its utility files, the Editor and the Assembler, and 4A/DOS at c6000-7FFF, and the BOOT program gC000. This last one requires the G fuction of the BOOT program. Next month I will discuss this last one for the persons with the PGRAM CARD . Two last items first be sure to pay the $15.00 for dues, and lastly all newsletter articles are due two weeks before the meeting. Happy Feb.

Roger Johnson

****

KIDS PAGE

Shaping up with shapes using the print statement. You can use the computer to draw shapes. In order to delete a line in program, just type the program line number then enter. try these shapes, then try others on your own.

PROGRAM #1

```
100 print"xxxxxx"
110 print"x    x"
120 print"x    x"
130 print"x    x"
140 print"xxxxxx"
```

When ran it would do this :

```
xxxxxx
x    x
x    x
x    x
xxxxxx
```

How would you like to change this program and make a rectangle?

Delete lines 120 and 130 by typing 120 enter 130 enter.

TYPE RUN

It will look like this:

```
xxxxxx
x    x
xxxxxx
```

Can you make a triangle?

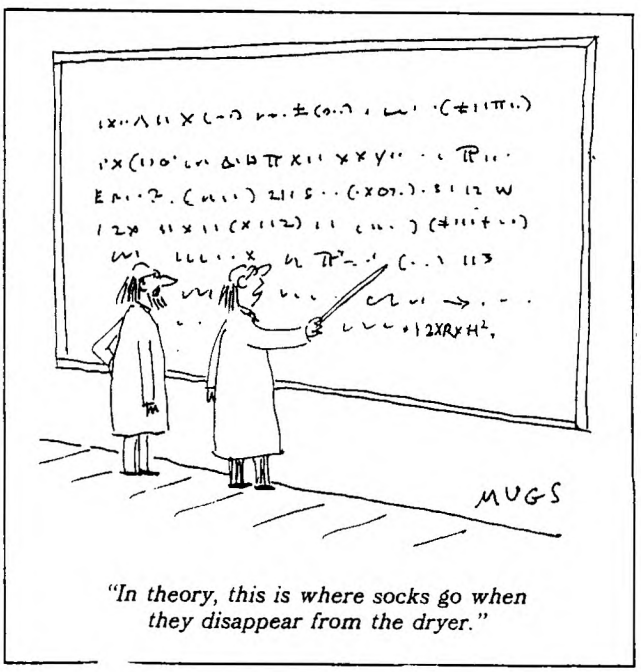
```
100 print"xxxxx"
200 print" x x "
300 print"  x  "
```

type run:

```
xxxxx
 x x
  x
```

maybe you could make a circle or a trapezoide? in order to delete a line in the program, type in the line number and hit the enter key.

(FROM BASIC FOR BEGINNINGS)



"In theory, this is where socks go when they disappear from the dryer."

TYPEWRITER
by Charles Ball

(This was taken from the PUNN newsletter-Dec 88)

There are often times when we just want to type a short note or letter and rather than load in a full blown word processing program, we settle for writing it out with such low tech implements as pens and pencils.

It is very easy to turn your printer into and electric typewriter. Four lines of BASIC code will do it.

This program enables the user to type a line of text, edit it as desired, and then print it by hitting the ENTER key.

Whenever a line of text is to be indented or contains a comma, that line must begin and end with a quotation mark ("). The quotes will not be printed nor will they be counted in the width of the line of text.

To skip a line, just hit ENTER.

The short Program #1, allows sending of print codes directly to an Epson RX-80 printer.

By adding a few more lines, the program can be made even more useful. We can require an input as to the maximum width that is to be printed and use this information to set equal right and left margins. A check has been added to insure that the maximum line width is not exceeded and it includes a prompt to display what an overly long line can be shortened to. User instructions have also been added. The expanded 10 line BASIC program is listed as Program #2.

When typing notes, etc., where it is desireable to start printing at column one, input a line width of 80 and monitor the screen for your width of line.

A simple way to use this program for correspondence is to use a line width of 56. This will fill exactly two lines of the TI screen. Right margin justification can be accomplished by inserting spaces betwen words until the second line of text is completely filled.

Of course, the OPEN statement in Line 4 should be changed as required for the particular printer you are using. The line width feature is designed for PICA print. Line 3 can be changed to accomodate ELITE or CONDENSED type styles.

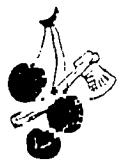
PROGRAM #1

```
1 OPEN #1:"PIO"
2 INPUT A$
3 PRINT #1:A$
4 GOTO 2
```

PROGRAM #2

```
1 PRINT : : : :"TO INDENT
TEXT OR USE A COMMA, BEGIN
& END THAT LINE WITH
QUOTATION MARKS": :
2 INPUT "PRESS ENTER TO
SKIP A LINE.
          HOW WIDE?(80
CHARACTERS MAX)";WIDTH
3 MARGIN=INT((80-WIDTH)/2)
4 OPEN #1:"PIO"
5 INPUT "
          INPUT LINE A
LINE OF TEXT:
          ":TEXT$
6 IF LEN(TEXT$)>WIDTH THEN
7 ELSE 9
7 PRINT :"LINE TOO LONG!
SHORTEN TO":
:WIDTH;"CHARACTERS MAX.";
:SEG$(TEXT$,1,WIDTH)
8 GOTO 5
9 PRINT
#1:TAB(MARGIN);TEXT$
10 GOTO 5

XXXXXXXXXXXXXXXXXXXXXXXXX
PICTURE DEMO WRITER
by Robert Coffey Jr.
XXXXXXXXXXXXXXXXXXXXXXXXX

(This program was taken
from the Western New York
99'er INTERFACE
newsletter-Dec 88)
  If you own Display
Master, it will write the
program that allows you to
view a disk full of Artist
pictures. It names the file
"DEMO" and places it on the
disk of pictures  so you
will always have it.

10 ! DOCS: THIS PROGRAM
WILL TAKE TI-ARTIST
PICTURES AND
15 ! WRITE A DEMONSTRATION
FILE FOR USE WITH DISPLAY
20 ! MASTER.....ENJOY!
100 !
110 ! PICTURE DEMO WRITER V
1.0
120 ! WRITTEN ON 4/27/87

130 ! BY ROBERT COPFFEY JR.
140 !
150 LENGTH=20 ::
FILES=".DEMO" :: MODE$="D"
:: SOURCE=2
160 DISPLAY AT(2,3)ERASE
ALL:"P I C T U R E  D E M O
": :" W R I T E R V 1.0"
170 DISPLAY AT(8,1):"Source
drive for pics)";SOURCE ::
ACCEPT
AT(8,24)SIZE(-1)VALIDATE("12
345") :SOURCE
180 DISPLAY AT(10,1)
:"Pause or Delay (P/D) >
"&MODE$ :: ACCEPT
AT(10,24)SIZE(-1)VALIDATE("P
Dpd"):MODE$
190 IF MODE$="P" OR
MODE$="p" THEN 210 ELSE
DISPLAY AT(12,1):"Length of
delay (sec) >";LENGTH ::
ACCEPT
AT(12,25)SIZE(-3)VALIDATE(DI
GIT) :LENGTH
200 IF MODE$="d" OR
MODE$="D" THEN FLAG=1 ELSE
FLAG=0
210 DISPLAY AT(14,1) :"Demo
filename>DSK"&STR$(SOURCE)&F
ILE$ :: ACCEPT
AT(14,20)SIZE)-12)
:FILE$ :: FILE$=
"DSK"&STR$(SOURCE)&".
"&FILE$
220 DISPLAY AT(17,8)
:"Working..."
230 OPEN
#1:"DSK"&STR$(SOURCE)&".",IN
TERNAL,RELATIVE,INPUT ::
OPEN #2:FILE$ ::INPUT
#1:BUFF$
240 FOR X=1 TO 127 :: INPUT
#1:BUFF$ :: IF BUFF$=""
THEN 280 ELSE IF
POS(BUFF$,"_P",1)=0 THEN
270
250 PRINT #2:"CLEAR;" ::
PRINT
#2:".LOADPIC"&CHR$(34)&
"DSK"&STR$(SOURCE)&"."&SEG$(
BUFF$,
1,LEN(BUFF$)-2)&CHR$(34)&";"

260 IF FLAG THEN PRINT
#2;".DELAY
"&STR$(LENGTH)&";" ELSE
PRINT #2;".PAUSE;"
270 NEXT X
280 PRINT #2:".STOP;" ::
CLOSE #2 :: CLOSE #1
290 DISPLAY AT(17,7)BEEP:"
D O N E !": : :          Do
Another?"
300 CALL KEY(0,K,S) :: IF
K<>78 AND K<>89 AND K<>110
AND K<>121 THEN 300
310 IF K=78 OR K=110 THEN
END ELSE
FILE$=SEG$(FILE$,5,LEN(FILE$
SF
)-4) :: GOTO 160
```

A DIFFERENT APPROACH TO SPEECH



by

KEVIN COX

The program opposite does not look much like the normal 'speech program', as it consists mainly of CALL LOADS, but this method works much quicker than the usual CALL SAY method.

When the computer encounters a CALL SAY(" "), it stops execution of the program until it has completed the CALL SAY subprogram, while in the CALL LOAD(" ") method the computer continues on with the program, not waiting for the subprogram to be completed.

The phrases are listed in the Editor/Assembler manual on page 422. The 2 bytes following the phrase are noted and the digits reversed and 64 is added to each digit. After inserting the numbers it must finish with 64, and then 80 is needed at the end to tell the computer to speak that line.

The first program will do all that for you. All you have to do is insert the numbers as they appear in the manual. This program runs in either Extended BASIC or in BASIC with the Mini-Memory module.

(Thanks to Kevin Cox and the Hunter Valley newsletter Aug 1988)

```
10 REM **********************
20 REM *SPEECH CONVERSION*
30 REM *     NUMBERS       *
40 REM *  by kevin Cox     *
50 REM *  USING THE E/A     *
60 REM *       MANUAL       *
70 REM *  9th July 1988     *
80 REM **********************
90 CALL CLEAR
100 PRINT "INPUT 4 HEX NUMBERS"
110 INPUT "SEPARATE BY
    COMMAS -":A$,B$,C$,D$
120 IF A$="A" THEN A$="10"
130 IF A$="B" THEN A$="11"
140 IF A$="C" THEN A$="12"
150 IF A$="D" THEN A$="13"
160 IF A$="E" THEN A$="14"
170 IF A$="F" THEN A$="15"
180 I=VAL(A$)
190 I=I+64
200 IF B$="A" THEN B$="10"
210 IF B$="B" THEN B$="11"
220 IF B$="C" THEN B$="12"
230 IF B$="D" THEN B$="13"
240 IF B$="E" THEN B$="14"
250 IF B$="F" THEN B$="15"
260 H=VAL(B$)
270 H=H+64
280 IF C$="A" THEN C$="10"
290 IF C$="B" THEN C$="11"
300 IF C$="C" THEN C$="12"
310 IF C$="D" THEN C$="13"
320 IF C$="E" THEN C$="14"
330 IF C$="F" THEN C$="15"
340 J=VAL(C$)
350 J=J+64
360 IF D$="A" THEN D$="10"
370 IF D$="B" THEN D$="11"
380 IF D$="C" THEN D$="12"
390 IF D$="D" THEN D$="13"
400 IF D$="E" THEN D$="14"
410 IF D$="F" THEN D$="15"
420 K=VAL(D$)
430 K=K+64
440 PRINT K;J;H;I;64;80
450 OPEN #1:"PIO"
460 PRINT #1:K;J;H;I;64;80
470 CLOSE #1
475 PRINT
480 PRINT "ANOTHER SET OF
    NUMBERS (Y/N)"
490 CALL KEY(0,K,S)::
    IF S<1 THEN 490 ELSE
    IF K=89 THEN 100 ELSE END
```

```
100 ! DISK!LABEL
110 ! VERSION XB.2.1
120 ! BY JIM SWEDLOW
130 ! BASED ON A PROGRAM BY
      P.C.B. AND W.A.R.
140 ! 09 NOV 85
150 !
160 B,{=1 :: CALL CLEAR :: D
IM F$(144),T$(144),Y$(4):: F
OR I=0 TO 14 :: CALL COLOR(I
,16,{):: NEXT I :: CALL SCRE
EN(5)
170 GOTO 180 :: A,C,D,J,C$,D
$,E$,DS$,CN$,SS$,LF$,IN$ ::
!{P-
180 E$=CHR$(27)! ESCAPE
190 DS$=E$}"G" !
    DOUBLE STRIKE
200 CN$=CHR$(15)! CONDENSED
210 SS$=E$}"S"}CHR$(0)!
    SUPERSCRIPT
220 LF$=E$}"3"}CHR$(12)!
    CHANGE LINE FEED TO
    12/144 INCH
230 IN$=E$}"{" !
    INITALIZE PRINTER
240 Y$({)="DF" :: Y$(2)="DV"
 :: Y$(3)="IF" :: Y$(4)="IV"
 :: D$="DSK1." :: OPEN #2:"P
IO"
250 DISPLAY AT(7,10):"DISK!L
ABEL": : :"Check the positio
n of the   labels before sta
rting."
260 DISPLAY AT(14,6):"Labels
/Disk:  1":"      Drive:
DSK1":"      Comment:"
270 DISPLAY AT(20,{):"ENTER
<P>rint <C>hange or":"
<Q>uit        P"
280 ACCEPT AT(21,20)VALIDATE
("CQPcpq")SIZE(-{)BEEP:E$ ::
 IF E$="" THEN 280 ELSE I=AS
C(E$):: E$=CHR$(I+32!(I>81))
290 IF E$="Q" THEN CALL CLEA
R :: CLOSE #2 :: STOP ELSE I
F E$="P" THEN 330 ELSE DISPL
AY AT(20,{): : :
300 ACCEPT AT(14,20)SIZE(-2)
VALIDATE(DIGIT)BEEP:E$ :: IF
 E$="" THEN 300 ELSE B=MAX(V
AL(E$),{)
310 ACCEPT AT(15,20)SIZE(-{)
VALIDATE("12")BEEP:E$ :: IF
E$="" THEN 310 ELSE D$="DSK"
}E$}"."
320 ACCEPT AT(17,6)BEEP:C$ :
: GOTO 270
330 C=0 :: DISPLAY AT(20,{):
"Initializing": : :: OPEN #{
:D$,INPUT ,RELATIVE,INTERNAL
 :: INPUT #{:F$(C),I,I,I ::
T$(C)="FREE "}STR$(I)
340 DISPLAY AT(22,{):F$(C);"
  ";T$(C):: IF C=127 THEN 37
0 ELSE INPUT #{:F$(C+{),I,J,
J
350 IF F$(C+{)="" THEN IF C>
23 THEN 370 ELSE C=C+{ :: GO
TO 340
360 I=ABS(I):: C=C+{ :: IF I
=5 THEN T$(C)="Prog" :: GOTO
 340 ELSE T$(C)=Y$(I)}STR$(J
):: GOTO 340
370 CLOSE #{ :: DISPLAY AT(2
0,{):"Printing": : : :: FOR
A={ TO B :: J=0 :: D=8
380 E$="    " :: PRINT #2:DS$
;CN$;F$(0);E$;C$;E$;T$(0);SS
$;LF$: :
390 FOR I=J+{ TO J+D :: PRIN
T #2:F$(I);TAB(12);T$(I);TAB
(18);F$(I+D);TAB(29);T$(I+D)
;TAB(35);F$(I+2!D);TAB(46);T
$(I+2!D):: NEXT I
400 J=J+24-6!(D=10):: IF C>J
 THEN D=10 :: PRINT #2: : :
:: GOTO 390 ELSE PRINT #2:IN
$
410 NEXT A :: FOR A={ TO C :
: T$(A),F$(A)="" :: NEXT A :
: GOTO 270
```

XB SCREEN DUMP

```
100 ! XB SCREEN DUMP !115
110 ! MINY UTILITY !052
120 ! BY ATRO HEINO !039
130 ! 30/08/86 !058
140 ! REPRINTED FROM
      TIsHUG NEWS DIGEST !14
9
150 PRINT "PIO.CR"::: ACCEPT
 AT(24,1)SIZE(-26)BEEP:DV$ :
: OPEN #1:DV$ :: PRINT #1:CH
R$(27);"A";CHR$(8);!009
160 FOR X=1 TO 32 :: PRINT #
1:CHR$(27);"K";CHR$(192);CHR
$(0);:: FOR Y=24 TO 1 STEP -
1 :: CALL GCHAR(Y,X,C):: C=M
AX(C,32):: IF C=CA THEN 190
ELSE CALL CHARPAT(C,CH$)!195
170 CA=C :: DP$="" :: FOR U=
16 TO 1 STEP -2 :: C1=ASC(SE
G$(CH$,U,1)):: C2=ASC(SEG$(C
H$,U-1,1)):: C1=C1+(C1>57)*7
 :: V=0 !203
180 FOR I=0 TO 3 :: V=V+(C1
AND 2^I)+(C2 AND 2^I)*16 ::
NEXT I :: DP$=DP$&CHR$(V)::
NEXT U !181
190 PRINT #1:DP$;:: NEXT Y :
: PRINT #1:CHR$(10):: NEXT X
 :: CLOSE #1 !230
```