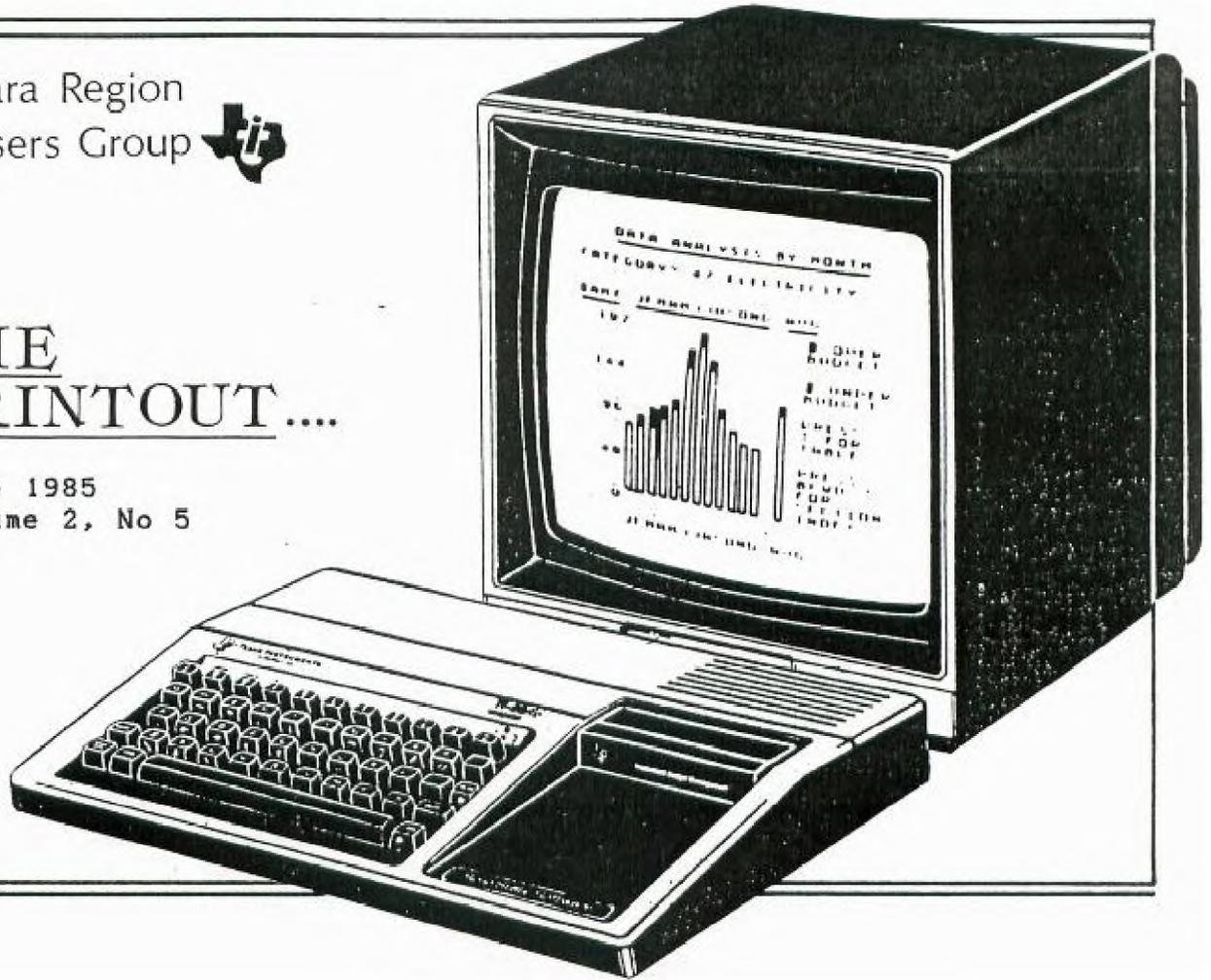


Niagara Region  
Ti Users Group 

# THE PRINTOUT....

June 1985  
Volume 2, No 5



## MEETINGS

This is the last meeting of the year. Since this is also our year end social I hope we all will have a good time. We are sorry that we are unable to announce the date of the September meeting, because the school will have a new principle and we have to get permission to use the school. The telephone system will be used to notify all members in August. Well we have a new President. Peter Wesoly became automatic President due to no one running against him. We will however have an election for Vice President this month. Mark Lukianchuk is seeking re-election and Tony Brandon is running against him. For anyone who would like to exchange modules or buy someones used ones see Tony Brandon at our meeting. The library is having a super special this month all programs, books, modules will be rented until September at the cost of one months rent. We wish all members a great Summer and see you again in September.

## TI-WRITER'S SPECIAL FUNCTIONS

\*\*\*\*\*

We received a newsletter from the TI-group in Toronto and they had an article on the TI-WRITER's functions. I played around with it for a while, but was unable to get all of them working. This is great to know because you don't have to use the formatter with it. The **large** characters compressed, **double** strike, and *Italics* worked on my printer. The micro characters looked the same as the compressed characters. I was unable to do the underlining which I would like to use. So when you find out how to use it let me know. By the way my printer is a Super-5. I hope that we can find many more of them. Use your manual that comes with your printer to look up the different control codes and the corresponding decimal numbers. If, for example, your printer needs a 14 to turn on the large characters, you add 64 to it and look the answer up on your TI reference card. you can then see that 14+64=78, and that 78 represents the letter N. To use this function, you now enter the special function by pressing CTRL U, type shift N, and then exit the special function by pressing CTRL U again.

CTRL U SHIFT N	CTRL U	=>	LARGE CHARACTERS ON
CRTL U SHIFT T	CTRL U	=>	LARGE CHARACTERS OFF
CTRL U SHIFT O	CTRL U	=>	COMPRESSED CHARACTERS ON
CTRL U SHIFT R	CTRL U	=>	COMPRESSED CHARACTERS OFF
CTRL U SHIFT NO	CTRL U	=>	DOUBLE STRIKE ON
CTRL U SHIFT RT	CTRL U	=>	DOUBLE STRIKE OFF
CTRL U [ml	CTRL U	=>	UNDERLINE ON
CTRL U [m@	CTRL U	=>	UNDERLINE OFF
CTRL U [t	CTRL U	=>	ITALICS ON
CTRL U [u@	CTRL U	=>	ITALICS OFF
CTRL U [	CTRL U	=>	MINI CHARACTERS ON
CTRL U [	CTRL U	=>	MINI CHARACTERS OFF
CTRL U Ol	CTRL U SA	=>	MICRO CHARACTERS ON
CTRL U r[	CTRL U T	=>	MICRO CHARACTERS OFF

## LARGE PROGRAM TRICK

=====

Ever have a basic program that was too large to run with disk drives attached? As you probably know, the disk system needs a little memory to operate and that reduces the amount of memory you have available in console basic.

Plug in mini-memory and load the program in basic. Type in Save expmem2, then call load(-31888,63,255). Then type in new, old expmem2 and run the program. What you are doing is saving the program to memory expansion, fooling the computer into thinking the disk drives aren't hooked up, then reloading the program.

To get your disk drives back, type in call load(-31888,55,215)

## SUPER SKETCH

=====

Did you buy a super-sketch graphics tablet, only to be disappointed that you could not save to disk or dump to your printer?.

Well, Amerisoft has solved that dilemma with SKETCHMATE. You will need a Widget and either XB, E/A, OR MINI-MEMORY. The program is first loaded into memory. Then, use the Widget to switch to super sketch. After your drawing is completed, it can be saved to disk for editing future use. You can also dump the drawing to any Epson compatible printer. Of course, previously made drawings may be loaded from disk.

The program is very easy to use and is a much needed enhancement to the super sketch graphics tablet.

One unique feature of sketch mate is that shaded areas of a drawing are dumped to the printer with their relative shades of brightness. The program also allows the user to change the intensity of the colors as they are translated to the black-and-white shades of a printer.

Sketch-mate will soon be found through some TI retailers.

## TRIVIA 99er

=====

Trivia is certainly the hottest party game going, but the Ti has not had a really good version like some of the other brands of computers have had. Until now, soon we will have available and xb game with 5 different game files included. A game file consists of 10 questions for each of 5 categories. When the program is run, it will select a file at random and then rotate the categories for variety. There is a provision for creating your own questions and answers, as well as revising and printing out the files to make sure everything is ok.

More details to follow later.

## CALL LOADS

=====

CALL LOAD(-31700,4)	last sound never stops
CALL LOAD(-31740,A,B)	A & B values makes different sounds
CALL LOAD(-31803,35)	goes bye like quit
CALL LOAD(-31806,16)	disables quit key
CALL LOAD(-32572,128)	disables the keyboard

## LOCKUPS AND CRASHES

A number of people have been experience systems crashes and keyboard lockups for no apparent reason. The problem usually starts with a main title screen that has extra or misplaced characters after a module is inserted or removed. Since the GROM chips in the modules are poor drivers, even small amounts of contamination on the contacts can cause a loss of data. A module with many GROMs, such as EXTENDED BASIC, is especially sensitive. The contacts on the module may be cleaned with rubbing alcohol and a lintless swab. The module connector in the console should be cleaned by a qualified technician. Do not use lubricated colour TV tuner cleaner to clean modules or connectors since the lubricant tends to attract dirt. If cleaning the module contacts doesn't seem to help, or if none of the modules work but TI BASIC operates normally after the module is removed, the trouble is inside the console. The module connector plugs into the main computer board. Each time you insert or remove a module, the connector shifts very slightly. A qualified technician should remove the connector from the board, burnish the metal contacts, and reassemble the console. Since TI did not use gold plated connectors for this part of the computer, it may be necessary to burnish (remove oxidation by rubbing ) the contacts on a regular basis, perhaps yearly.

-----

### HINTS \*\*\*\*\*

Ever wanted to put a FOR NEXT statement after IF.....THEN in a extended basic program line? Turn off the prescan before the line is scanned, and the statement will run. Otherwise, the program will abort with an error as it prepares to run. When you turn off the prescan, make sure you turn it back on after the line, since EXTENDED BASIC does not check for errors when the prescan is turned off.

# TI-LOGO

BY

TONY BRANDON

KEY ===	FUNCTION =====
BEGIN	Move the cursors to the beginning of the line
PROC'D	Move the cursor to the end of the line
Up arrow (E)	Move the cursor up one line
Down arrow (X)	Move the cursor down one line
Left arrow (S)	Move the cursor to the left by one line
Right arrow (D)	Move the cursor to the right by one line
ERASE	Delete the character to the left of the cursor
DELETE	Delete the character above the cursor
CLEAR	Delete all characters from the cursor to the end of the line
BACK	Return Logo from the edit mode

The Logo editor has several keys to help us in editing. Each of these keys is activated by holding down the FCTN key and pressing the appropriate key, as shown in the above list.

To insert a character, you just type it, and the editor automatically shifts everything to make space for it.

Now let's fix a procedure.

```
REPEAT 5[FD 40 RT 144]
```

First move the cursor to the beginning of the line

```
REPEAT 5[FD 40 RT 144]
```

-

Next move it (using the right arrow key) until it is under the 5:

```
REPEAT 5[FD 40 RT 144]
```

-

Press FCTN DELETE

```
REPEAT [FD 40 RT 144]
```

-

Now that you have learned how to define words in Logo, you can create complete works of art that can be displayed by typing only one word!

As an example, enter the following procedure:

```
TO PICTURE  
TELL TURTLE CS HT  
SX - 50  
REPEAT 19[SQUARE FD 10 RT 10]  
END
```

To draw this picture on the display, just enter the word PICTURE and press enter.

shifts everything to make space for it

**FORTH**  
**\*\*\*\*\***

This is a FORTH program that puts a real time-clock on the monitor screen. STOPCLOCK will stop the clock. It uses a memory location that interferes with the MON command. To load it automatically add "32load" after the menu on screen #3.

```
SCR #32
  0 (  CLOCK: TO START ENTER HOUR 1 - 24 AND MINUTE AND TIME
  )
  1 0 VARIABLE XX 8 ALLOT 58 XX 2 + C! 58 XX 5 + C! 0
VARIABLE TT
  2 : *UPDATE 1 TT +! TT @ 59 > IF 0 TT !
  3 XX 7 + 1 OVER C@ + DUP 58 < IF SWAP C! ELSE DROP 48 SWAP
C!
  4 XX 6 + 1 OVER C@ + DUP 54 < IF SWAP C! ELSE DROP 48 SWAP
C!
  5 XX 4 + 1 OVER C@ + DUP 58 < IF SWAP C! ELSE DROP 48 SWAP
C!
  6 47 TT !
  7 XX 3 + 1 OVER C@ + DUP 54 < IF SWAP C! ELSE DROP 48 SWAP
C!
  8 XX 1 + 1 OVER C@ + DUP 58 < IF SWAP C! ELSE DROP 48 SWAP
C!
  9 XX DUP C@ 1 + SWAP C! ENDIF XX C@ 50 = XX 1 + C@ 52 = +
2 = IF
 10 48 48 XX C! XX 1+ C! ENDIF ENDIF ENDIF ENDIF ENDIF
 11 XX 22 8 VMBW ENDIF ;
 12 : TIME 10 /MOD 48 + XX 3 + C! 48 XX 6 + C! 48 XX 7 + C!
 13 48 + XX 4 + C! 10 /MOD 48 + XX C! 48 + XX 1+ C!
 14 INTLNK @ ' *UPDATE CFA ISR ! -31804 ! ;
 15 : STOPCLOCK 0 -31804 ! ;
```

## LIST AND RUN PROTECTOR

\*\*\*\*\*

We would all like after creating a program, or typing one in have someone else not playing with it. This is a small program in BASIC that will be able to protect your program in some way. If you put in the code name while pressing down the CTRL key, no one will be able to read your code if listing the program. Replace HELLO in line 100 for your code.

```
100 A$="HELLO"  
110 INPUT "ENTER CODE: ":C$  
120 IF C$=A$ THEN 200  
130 PRINT "SORRY, CODE NOT ACCEPTED."  
140 STOP  
200 PRINT "PROGRAM CONTINUES."
```

-----

### TIPS

\*\*\*\*

In EXTENDED BASIC, the command RUN "CS1" loads a program from cassette recorder and runs immediately. This is equivalent to OLD CS1 followed by RUN.

In EXTENDED BASIC, you cannot have more than 4 sprites visible on the same line at the same time, additional sprites will be temporarily invisible. The problem is worse with double-size sprites (CALL MAGNIFY(3) OR (4)), since then only part of the sprite generally disappears, distorting its appearance.

When executing a CALL SPRITE statement, the sprite will sometimes momentarily pop into existence at a random screen location and then jump to the location that you specified. To prevent this, create the sprite with a transparent color (1) and then alter its color with a CALL COLOR statement.

## REVERSE CHARACTERS \*\*\*\*\*

A lot of computers have reverse video characters, even though the TI lacks reverse characters this is a short routine that will simulate them IN EXTENDED BASIC.

```
100 REM INVERSE CHARACTERS
110 CALL SCREEN(2)
120 FOR I=65 TO 90 :: CALL CHARPAT(I,A$):: CALL
    CHAR(I+32,A$):: NEXT I
130 CALL CLEAR
140 FOR I=9 TO 12 :: CALL COLOR(I,2,16):: NEXT I :: FOR I=5
    TO 8 :: CALL COLOR(I,16,2):: NEXT I
150 A$="INVERSE"
160 B$="inverse"
170 DISPLAY AT(11,11):A$ :: FOR I=1 TO 50 :: NEXT I ::
    DISPLAY AT(11,11):B$ :: FOR I=1 TO 50 :: NEXT I :: GOTO
    170
180 END
```

-----

## 300 OR 1200 BAUD

We hear people referring to 300 baud, 1200 baud, and 2400 baud modems. However, this is technically incorrect. The more correct term is bits per second, abbreviated bps. A 1200 bps modem can transmit characters four times as fast as a 300 bps unit. 300 bps modem transmit 300 bps, however 1200 bps modems divides each second into 600 pieces. Using a technique called four-level phase shift keying, each piece can represents two bits. Multiply 600 baud per second by 2 bits and you end up with 1200 bps. Higher speed modems also use a modulator of 600 bps except that it is more than 1 bps that transmit, like 2400 bps, 2400 divide by 600 equals 4. Therefore 2400 bps is transmitted 4 bits at the time. This makes it very fast even though it is truly a 600 bps modem, but because it travels 4 bits at one time and 4 times 600 equals 2400 makes it a 2400 baud per second modem. This is true with every high speed modems like 9600 bps divide it by 600 and you will know how many bits it send at one time.



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**COMPUTER OLYMPICS**  
\*\*\*\*\*

Well I must say this is one of the times that I am happy to say that I am wrong. I spoke with Chris Julian today and the Computer Olympics will be held at the Skylon in Niagara Falls this year, it is booked for September 19 to 22 1985. There will be an article on it in "Let's talk Business". It will be the issue with the Skylon Tower on the front cover. I am the same as most people and do not like to be wrong to often, but I was looking so forward to the Computer Olympics that I enjoy it to be wrong. So I hope that you mark the date on your calendar and will come to see the Computer Olympics. There will be many special attractions there like an alarm system for your home by the computer. I hope that there will be a lot of new TI or TI compatible hardware and software there.

IBM

Apple

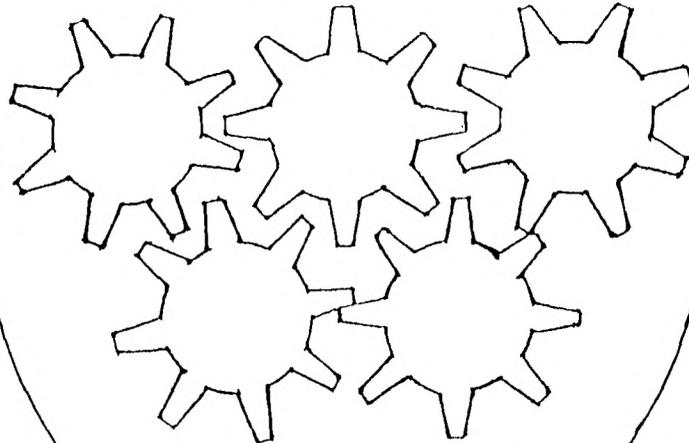
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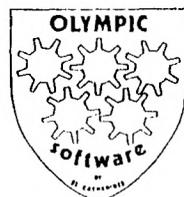
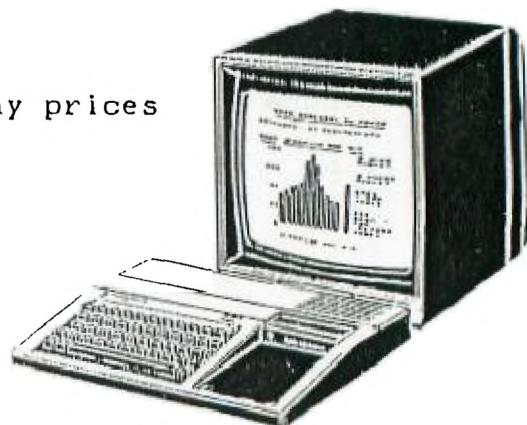
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