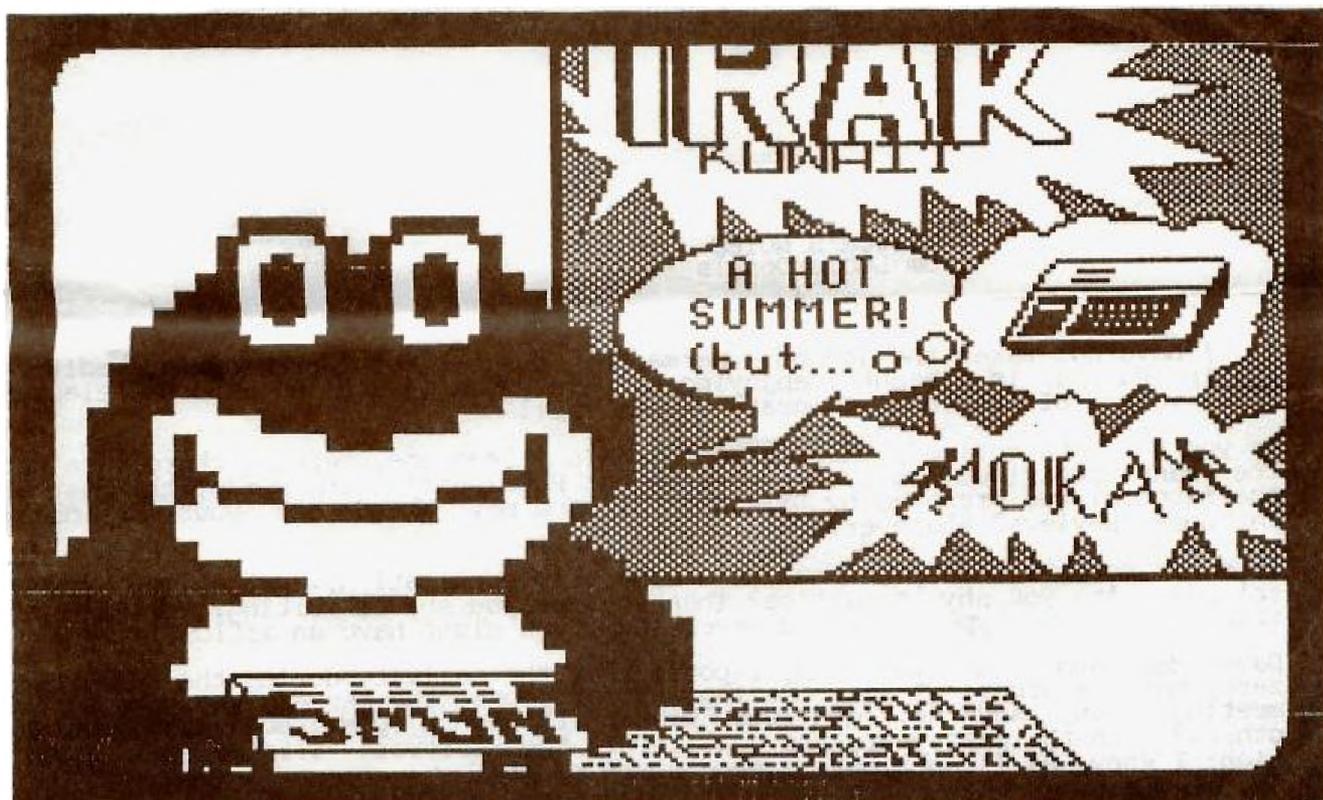




The Ottawa T.I.99/4A Users' Group



VOLUME 9 NUMBER 7 . . . September 1990



DONT'T FORGET THE MEETING -- Sept. 11, 1990
and remember to return your exchange newsletters...

P.O. BOX 2144, STATION D, OTTAWA
*** ONTARIO, CANADA K1P 5W3 ***

COMING EVENTS

September Meeting:	Sept. 11, 1990 7:30 p.m.	Merivale High School
TI-BASE Workshop:	TBP (check at next club mtg and on the BBS)	Bill Sponchia's home. No need to call if you were at the first meeting, but if you are a newcomer, please let Bill know so he will have an idea of what to prepare for.
October Meeting:	Oct. 2, 1990 7:30 p.m.	Merivale High School
Newsletter Deadline:	Sept. 15, 1990	(16 Sept. if Uploaded to BBS!)

EDITOR'S NOTES from Lucie Dorais

No, I have not taken the job on a permanent basis, but our regular editor, Philip Harris, is presently enjoying his honeymoon in England, and has elected me as worthy of the job. Congratulations Phil!

As you no doubt noticed, this issue is again a lean one, because there were not too many contributions... Apart from our President's kind words, the rest of the material was prepared by Bill Sponchia and me. Where are your articles? Cartoons? Reviews? Whatever???

This is not a literary journal or a scholarly publication, just a link between friends. Are you shy at parties? Then why are you shy of writing? Just sit in front of Tex and type away, you never know, you might have an article!

Dave Morrison, our Librarian, reports that the activity during the summer was zero; not one order. I am wondering why: of course the members who come to the meetings can, and do, get the Disk of the Month (DOM), but what about the others??? In the past year, the quality of the software offered was always high; I know, as I contribute a good share of it!

There are my "complete works" in three volumes: my FAST XB articles published in 1987/88, 88-89 and 89-90 are accompanied by the actual programs. If a program was updated since publication, you get the latest version. Each package comes in one DSSD or two SSSDs.

I also prepared a FRENCH PACKAGE (SSSD): tutorials on how to use TI-WRITER in French, with a special CHARAL. For Funnelweb fans, there is a C2 file, and tips on how to load the French font C2 into the Text Editor, or the C1 font into the Program Editor. As a bonus, there is a French customized SCREEN file for TI-BASE (Epson printers only); it is totally compatible with version 3.01.

To order any package, send \$3 for DSSD or \$2 for each SSSD, to Dave, c/o the Users' Group.

THE PRESIDENT'S TWO CENTS WORTH

Well I hope everybody had a good summer. September signifies many things to many people. For most TI'ers, though, September is when their club starts up again. So it's time to dust off those TI's and pop out to our September meeting. Bring out any interesting things you did with your TI over the summer, to share with us, and any ideas you may have for activities this fall.

Executive elections will be in October. Anyone interested in any of the positions should let a member of the executive know. And for all of you who said maybe next year, remember it's next year.

Charles Earl

TI-BASE (Version 3.01), The Review by Bill Sponchia

If you liked TI-Base (Version 2.04), you'll love the sequel - Version 3.01. There is a lot more in it. Things that with 2.04 you said "Gee, I wish"; well now that wish has come true.

In the Manual supplement put out for 3.01, Inscobot, Inc. lists a total of 20 different improvements.

This review isn't about to try to describe each and every one of those improvements, however it will attempt to highlight just a few of the ones that I feel make TI-Base (Version 3.01) one heck of a program. Possibly future write-ups will describe some of the additional enhancements.

1 - SUM directive can now direct result to a variable. In 2.04 you could SUM a field (eg SUM AMOUNT) and the total value of the field "AMOUNT" would be displayed on the screen. This was nice but it wasn't much use if you wanted to use that total in a print-out. To fix that 3.01 has been given the ability to have that value directed to a variable (either LOCAL or a database field). You can still enter SUM AMOUNT if you only want to display the results but you have the option of saying SUM AMOUNT TO XXX (where XXX = the variable).

2 - DELETE directive has been given a SCOPE option. Remember when you wanted to delete a number of related files (for example any record dated June 1, 1990). What you had to do was first find one of these records and then DELETE RECORD, then find another one, etc.,etc. Now all you have to say is DELETE RECORD ;FOR DATE="06/01/90" and presto, all of them are gone.

3 - Addition of READCHAR directive. Do you hate having to press ENTER after answering a "one-character" answer (like Y or N)? Those who know Extended Basic know about CALL KEY; well here is its equivalent. Instead of putting the directive READSTRING 2,5,A and having to press ENTER after typing in your one-character response, you can now just say READCHAR 2,5,A and save the effort of pressing ENTER.

4 - MODIFY STRUCTURE enhancements. In the past, once you defined the structure of a database and had entered data into it, there was no changing without quite a bit of extra work (assuming you wanted to save the data you had already entered). Well that is now a thing of the past. The enhancements in MODIFY STRUCTURE allow you to recover that data....all this done with no further effort by you except to input your desires when requested.

As you can see, this isn't a review in the normal way. The reason for that is (i) I don't believe in them -- what I like may not be someone else's cup of tea, and (ii) it didn't turn out like a review even though that was the name I gave it and I am not going back to just change the name.

HINTS, TIPS, ANSWERS INDEX

References are by volume, issue, page, then the number that the hint has on that page or/and in that category.

NOTE: the May issue is labeled Vol. 9 No. 4 like April, but here I refer to May with No. 5; April has the Picasso cover (casserole and candle), May has the Van Gogh bridge.

CATEGORIES are: ASSEMBLY, BXB for Basic/Extended Basic, MISCELLANEOUS, MPL for Multiplan, PRBASE and TIWRITER.

CAT	S U B J E C T	v/i	pg	no
ASS	DIS/FIX 80 - PROGRAM NAME - B/XB pgm to read it	9/1	10	1
BXB	CALL CHAR - arrows, cents, check mark, etc.	9/4	8	4
	CALL INIT - check if it has already executed	9/5	7	5
	CALL KEY - take one input only	9/2	4	7
	CATALOG - add a disk cat. in MERGE format to pgm	9/2	4	2
	CLOSE #n :: DELETE "DSKn..." - del. unwanted file	9/5	7	1
	DATA - short pgm to write them & then MERGE	9/5	7	8
	DISPLAY AT(r,c):TAB(x);"word" can be done	9/4	9	7
	DISPLAY AT:USING 100:A - proper syntax	9/4	8	5
	END - Return to Title scrn or VerMenu instead	9/2	4	6
	END - to VerMenu from pgm [DELETE "MENU"]	9/4	8	1
	ERASE LINE (FCTN 3) - if by accident, what to do	9/5	7	4
	GOSUB - label them inside statement	9/4	8	3
	GOTO, GOSUB 32767 - what it means	9/3	9	11
	IF X THEN means IF X>0 THEN...	9/1	10	4
	IMAGE - put it in a string var., then IMAGE A#	9/4	8	6
	LIST - only a portion of a program	9/3	9	12
	LIST - to "DSKn.filename" to get a TIW file	9/5	7	7
	LOAD - a self-erasing pgm to avoid it	9/1	10	1
	MEMORY SAVE - fill pgm lines as much as possible	9/5	7	2
	MEMORY SAVE - replace constants with variables	9/5	7	3
	MIN & MAX - how to use these math functions	9/5	7	6
	NEW - but keep screen, and lowmem ass. routines	9/3	9	9
	PRESCAN - allows fancy FOR-NEXT, IF-THEN-ELSE	9/1	10	5
	QUIT - a LOAD pgm to disable it	9/4	8	2
	QUIT - disable the key [CALL LOAD(-31806,16)]	9/1	10	3
	RANDOM NUMBERS - get true ones	9/3	9	8
	SET #0 - do COLOR, CALL CHAR to it (char. 0-30)	9/3	9	10
MIS	DM1000 - catalog disk for TIW format	9/1	9	5
	DM1000 - printer control codes	8/9	5	3
	FRACTURED FILES on disk - get rid of	9/1	9	4
	VERMENU - change defaults	8/9	5	2
	VERMENU - disk directory change	8/9	5	1

MPL	CATALOG DATA DISK - with more than 18 files on it	9/6	5	30
	COPY Xternal - change target of	9/3	10	5
	FORMULA - REFERENCES done by "pointing"	9/6	5	28
	FORMULA - use RELATIVE REFER. wherever possible	9/6	5	27
	HELP - if no need, delete file MPHLP (158 sect.)	9/6	5	24
	LINK - to another spreadsheet, delete a	9/3	10	4
	LOCK FORMULA - hard to unlock, backup unlocked	9/6	5	25
	LOCK FORMULA - if someone else uses same sprdsht	9/6	5	26
	NAME - an often used rectangular area	9/6	5	31
	NAME - eliminate unwanted ones	9/3	10	3
	PRINT - a spreadsheet to disk	9/3	10	2
	RECALC - if OFF, you can recalc. one cell only	9/6	4	22
	SCROLL - release FCTN after pressing arrows	9/6	5	29
	SPEED IT UP - copy pgm files in right order	9/6	5	23
	SPEED IT UP - some tips	9/3	10	1
	SPLIT - a large file in smaller ones	9/6	5	32
PRB	ADD RECORDS - more quickly	9/3	9	3
	COPY DATA disks with Turbocopy only (ver 2.0)	9/3	9	2
	CREATE - change DATA disk as soon as you start	9/4	9	2
	CREATE - copy an old file structure into new one	9/4	9	1
	CREATE - cure "Output dev. name" bug with FCTN 3	9/3	9	1
	CREATE - make constants part of your screen	9/4	9	3
	INDEX - how it works	9/6	3	1
	INDEXING, SELECTIVE - some tips	9/3	10	5
	PRINTER CODES - how to properly set them	9/6	3	2
	SCREEN, FIELD LIST - keep hardcopy of them	9/3	10	7
SCREEN, REPORT, LABEL - keep hardcopy of layouts	9/3	10	6	
SEARCH - use wild card "?"	9/3	9	4	
TIW	E/ BUFFER FULL - avoid, keep files <92 sectors	9/6	3	6
	E/ CR - put one in INSerted lines [CTRL 8]	9/6	3	12
	E/ CR - use them to add non-printable comments	9/6	4	14
	E/ DATABASE, use TIW as a	9/4	9	2
	E/ FS/RS - can use range of columns	9/6	4	16
	E/ FS/RS - work only from cursor down	9/3	9	7
	E/ FWEB - from upper to lower case and v.-versa	9/1	10	3
	E/ FWEB - SD (V)iew also has line counter	9/6	4	21
	E/ LF - Load more than one file [E DSKn...]	9/6	4	18
	E/ LF - Load parts of 2nd file into current one	9/6	4	20
	E/ LINE NUMBERS - get rid of, on screen [CTRL O]	9/2	4	5
	E/ LINE NUMBERS - Print File with them [L PIO]	9/6	4	13
	E/ LIST PROGRAM - how to use in TIW	9/6	3	11
	E/ MARGIN RELEASE - left only [CTRL Y]	9/3	9	8
	E/ OOPS! key [CTRL I]	9/2	4	6
	E/ OUTDENTING opposite of Indentina	9/1	10	1
	E/ REPLACE STRING - cursor mode	9/1	10	2
	E/ RS - save typing long, repeated words	9/6	4	15
	E/ SF - Save a file in D/F80 format [F C DSKn..]	9/4	9	1
	E/ SF - Save only part of doc. [11 12 DSKn...]	9/1	10	4
	E/ SHOW END - go quickly to the end of file	9/4	9	4
	E/ TAB RIGHT - with CTRL W or FCTN 7	9/4	9	3
	E/ WINDOWS - avoid with margins set at 0,40	9/6	4	19
	F/ CENTER - .CE works within MARGINS, not sheet	9/6	3	7
	F/ COMMANDS - put them all on one line	9/6	3	4
	F/ COMMANDS - should always be in upper case	9/6	3	5
	F/ FORM FEEDs - get rid of	9/6	3	3
	F/ LINE FEEDS - get rid of	9/6	3	10
	F/ PAGE NUMBERS - with HEADER/FOOTER	9/3	9	9
	F/ PERIOD - if only 1 space wanted after, do ".^"	9/6	3	8
	F/ PERIOD - in col. 1, use "!" and .TL 124:46	9/6	3	9
	F/ ZERO - slash it with .TL 48:48,8,47	9/6	4	17

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Lucie Dorais

Well, it was a lazy summer as far as my XB programming went... not much ideas (old song) and above all the discovery of TI-BASIC! So I cannot guarantee that this column will appear regularly this year.

The game of Reverse is not new; and Tigercub Jim Peterson has done a version for TI, called REVERSO; but his, as the Ahl version that inspired mine, deal only with numbers 1-9. By using letters, you increase the possibilities.

The idea of the game is to unscramble a set of characters to put them back in proper alphabetical order. When Tex asks "How many to reverse?", you tell him how many from the left. There is a guaranteed way to do it, and Tex tells you the numbers of moves to beat (see formula in line 240, N being the number of letters you wish to unscramble).

In lines 160-170, lower case letters are redefined as upper case, in black on white; the " " , FCTN C, is a white space. In line 200, TB is for the Tab to center the scrambled string, since its length is variable. Lines 210-220 display a help line, then three empty white lines at tab TB. The last letter of your goal list is shown by CHR\$(64+N) in line 230. Lines 250-280 do a random choice of the letters; they are kept in the A\$ array, while the Z array keeps track of letters already chosen, so that they are not repeated.

The game itself starts at line 290; T is the move counter. After Tex knows how many to reverse (M), he quickly does the reverse in lines 310-320 by replacing last char., A\$(M), with first, then second with second to last, until he reaches the middle of the string segment to be reversed; he next rebuilds this segment as TL\$ and adds it to the untouched segment of the screen string L\$ to get a new L\$ string, which is displayed on the screen by the GOSUB 380. Each time this is done, Tex compares L\$ with WIN\$, defined in line 200 as a segment of the alphabet string AL\$ up to the number N of letters you wish to unscramble. The rest is easy, have fun!

```

100 REM ** REVERSE **
110 REM by L. Dorais, Ottawa UG, Summer 1990
120 REM Inspired by: Ahl, Basic Computer Games, p. 135.
130 F:M
140 DIM A$(26),Z(26) :: RANDOMIZE :: AL$="abcdefghijklmnopqrstuvmwxyz"
150 B$=" " :: N1$=B$&"1"&B$&"2" :: N2$="12345678901234567890123456"
160 FOR X=65 TO 90 :: CALL CHARPAT(X,B$) :: CALL CHAR(X+32,B$) :: NEXT X
    :: CALL CHAR(96,"")
170 CALL COLOR(9,2,16,10,2,16,11,2,16,12,2,16) :: GOTO 180 :: CALL KEY
    :: L$,M,N,R,T,TB,TL$,WIN$,X !@P- prescan
180 DISPLAY AT(8,2)ERASE ALL:AL$: :TAB(8);"alphareverse`": : : "HOW
    MANY LETTERS DO YOU": : "WANT TO UNSCRAMBLE?"
190 ACCEPT AT(16,21)SIZE(2)VALIDATE(DIGIT):N :: IF N<0 OR N>26 THEN 190
200 DISPLAY AT(10,3)ERASE ALL:"SCRAMBLING..." :: WIN$=SEG$(AL$,1,N)
    :: TB=INT(14-N/2)+1
210 DISPLAY AT(3,TB):SEG$(N1$,1,N):TAB(TB);SEG$(N2$,1,N)
220 B$=RPT$( " " ,N+2) :: FOR X=5 TO 7 :: DISPLAY AT(X,TB-1):B$ :: NEXT X
230 DISPLAY AT(15,3):" LAST LETTER IN LIST: "CHR$(64+N)
240 DISPLAY AT(17,3):" TIME TO BEAT: ";2*N-3;"MOVES"
250 L$="" :: FOR X=1 TO N
260 R=INT(RND*N)+1 :: IF Z(R)=1 THEN 260
270 Z(R)=1 :: A$(X)=CHR$(R+96) ! Z array: 1 if letter already chosen
280 L$=L$&A$(X) :: NEXT X :: GOSUB 380
290 T=0 :: DISPLAY AT(10,3):"":" HOW MANY TO REVERSE?": ""
300 ACCEPT AT(10,25)VALIDATE(DIGIT)SIZE(2):M :: IF M<1 OR M>N THEN 300
310 FOR X=1 TO INT(M/2) :: T$=A$(X) :: A$(X)=A$(M-X+1) :: A$(M-X+1)=T$
    :: NEXT X
320 T=T+1 :: TL$="" :: FOR X=1 TO M :: TL$=TL$&A$(X) :: NEXT X ::
    L$=TL$&RPT$( " " ,L$,M+1,26) :: GOSUB 380
330 IF L$<>WIN$ THEN 300 ELSE DISPLAY AT(22,5):"YOU WON IN";T;"MOVES!"
340 GOSUB 390 :: DISPLAY AT(24,9):"AGAIN? (Y/N)"
350 CALL KEY(0,K,S) :: IF S=0 THEN 350 ELSE IF K<>89 THEN END
360 FOR X=1 TO 26 :: Z(X)=0 :: NEXT X :: GOTO 180 ! reset Z array
370 ! GOSUB ** subs **
380 DISPLAY AT(6,TB)SIZE(N):L$ :: RETURN
390 CALL SOUND(200,2000,3) :: CALL SOUND(200,1500,3) ::
    CALL SOUND(200,1800,3) :: CALL SOUND(300,2000,3) :: RETURN ! win

```

HOTLINE NUMBERS

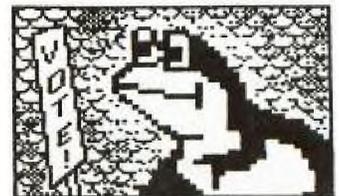
The executive has expressed a desire to assist all members should you have some problems or questions, want to do some library swapping or borrow a book. This will be the place to look. Listed here are the members of the executive, committee heads, and others in the group willing to help in their specialized areas. Of course, if you wish to be placed on the list, just give me a call. I know there is a lot of expertise within our Group, so I hope to add to this list. Please respect normal hours unless you specifically know that someone doesn't mind a call at 3a.m., or use the BBS to leave a message at 738-0617, 24 hours a day, 7 days a week.

CHARLES EARL.....PRESIDENT.....(613) 231-3651
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ELECTIONS OCTOBER MEETING

ASK NOT WHAT THE CLUB CAN DO FOR YOU;
BUT WHAT YOU CAN DO FOR THE CLUB.

J. F. FROGGEDY



RECEIVED
OCT 11 1978



FROM:

P.O. BOX 2144, STATION D, OTTAWA
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