

THE PUG PERIPHERAL

THE MONTHLY NEWSLETTER OF THE
PITTSBURGH USER GROUP
AUGUST, 1988

CLUB NEWS By Gary Taylor

We did not publish a July, 1988 issue of the PUG Peripheral. Our newsletter editor requested a month off from club activities in order to go on a much deserved vacation. Unfortunately, it was not decided to do this until after the June, 1988 issue went to press, so we were unable to notify you of the change before hand. We are sorry for any inconvenience this might have caused you.

However, you will notice that we have increased the size of this months newsletter to twenty-four pages, instead of the regular twelve, in an effort to make up for the missing July issue. We call this our Super issue and you will find this to be the largest issue of the year .

The executive committee also decided to send the Super issue to all former members of our club to let them know we are still around supporting the TI-99/4A computer and its compatibles.

TO THE FORMER MEMBERS of the PUG! I invite all of you to join the Pittsburgh User's Group. If you are using your TI-99/4A computer and want to get the more out of it, come to the next meeting of the Pittsburgh User's Group. We meet on the third Sunday of every month on the South Campus of Allegheny Community College, near Century Three Mall, from 3:00 til 8:30. Some of the benefits of becoming a member again are: 1. A monthly newsletter to keep you up to date on what is going on in the TI community. 2. A public domain and Shareware library of over 1000 programs, that covers subjects from communications to databases. 3. A library of over 60 cartridges. Now you can try out that cartridge before spending your hard earned money on it. 4. We have a communications loaner package, at no charge, consisting of an RS232 interface, 300 bps modem, cables, and TEII cartridge. This is all you need to get online to our bulletin board system. It will also give you access to over 100 other bbs's in the Pittsburgh area. 5. Our club meetings are comprised of classes in the use of the

latest software. Last month we configured the new Funnelweb disk. Our hardware classes have modified consoles and built supercars. Our general meetings, which begin around 6:00, demonstrate the very latest in commercial, shareware, and public domain software. This months demonstration will be on TI-base by Inscebot Inc. The latest database program about which there is review inside this newsletter. The Saturday Night Bingo program is also becoming a favorite happening at our meetings. So, If you are looking for software, or help with your TI, COME JOIN US!

I mentioned at the July meeting that our user group was contacted by Inscebot Inc. requesting we demonstrate their new database program called TI-base. They sent us the disks and the program will be demonstrated by Gene Kelly at the August meeting. You don't want to miss this demo. See Gene's software review. The cost of this copywrited program is 24.95 + 1.50 for postage and handling. However, Inscebot has discounted the price by 20% for orders taken by the user group. If you are interested in purchasing this program after reading Gene's review and seeing the demonstration at the meeting, the club will collect the money and send it out for you at a price of 19.95 + 1.50 for a total of 21.45.

In addition to the TI-Base disks, Inscebot has sent us copies of the latest versions of their TI-Artist products. They will also be discounted up to 30% for user group purchases. We will be starting classes and demonstrations of the graphic programs for the TI in September and will begin with these programs from Inscebot.

I usually don't editorialize in my newsletter articles but a recent event has compelled me to comment here. As I mentioned at the meeting, I attended the TI Faire in Lima, Ohio and was privileged to observe the premier showing of Funnelweb 4.1. I was disarpointed that I was unable to secure a copy of it at the faire and



vowed to get a copy for our group as soon as it was released. I received a copy in the mail from Charles Good of the Lima User's Group complete with a special edition of their newsletter quite unexpectedly! Portions of that newsletter are reprinted here describing the new features of version 4.1. I am pleased to have received this copy from the Lima User's group and just wanted to publicly thank them for having us on their mailing list. THANKS GUYS! It has been delivered to our librarian and will be available at the August meeting.

Last month demonstration of the NUTS and BOLTS disks from the Tigercub, Jim Peterson, was very impressive. The power of TI extended basic unleashed in his subroutines was surprising. To order send 15.00 for each disk to Tigercub Software, 156 Collingwood Ave., Columbus, Ohio 43213.

Texas Instruments has discontinued their toll free line "800-TI-CARES" but still maintain direct phone lines for customer service.

806-747-1882 General Info
806-741-2663 Technical Assistance
806-741-2265 Dealer Parts
806-741-2268 Dealer Parts

TI-BASE a review by Gene Kelly

A new way to manage your data.

If you have a rather large amount of data to organize and are tired of trying to force PR-BASE to handle it, have I got a tip for you!!! TI-BASE, marketed by INSCEBOT, may be just the thing. A little (really a lot) threatening at first, TI-BASE may just be the best selling database manager to hit the TI market. Imagine the ability to handle 255 characters in a field, 17 fields in a record, with 8192 records in a file, with (best of all) 5 — count'em 5 files at a time! While you in all probability will never use all that power, you can have a lot of fun trying. This program gives the capability to handle data the way the boys with the BIG BLUE toys do with D-BASE II. TI-BASE even offers a command language to semi automate the process.

TI-BASE loads from Extended Basic, Mini-Memory, or Editor Assembler. Several setup parameters are assumed upon first boot up that are user changeable. The program is not copy protected and the author encourages you to back up the system disks BEFORE YOU START! This cannot be stressed enough. Have at least 3 disks formatted as the system comes with 2 disks. Disk 1 is the program itself <SSSD>. Disk 2 contains the Tutor <SSSD>. The third disk is needed right off the bat to start creating your data files with. The system requires a TI-99/4A, 32K expansion and at least 1 disk

drive <SSSD>. According to the documentation it has also been tested with the MYARC disk controller and a Myarc ramdisk. It has not been tested with a GENEVE or CORCOMP disk controller. Two drives are a definite convenience for an extended processing session. It is written in assembly language except for part of the XB loader and takes a few minutes to load. But, once past the load procedure the response of the program is F-A-S-T. Commands are carried out as soon as your finger is off the enter key.

TI-BASE makes you a little apprehensive at first with nothing on the display but a status line and a simple DOT for a prompt. This is your first clue to the power available. BEFORE you input data, take the time to first lay it out on paper. Define how you want it ordered or you will be creating data file after data file to get it right for your application. There is no separate screen editor as there is in PR-base, this is why some preplanning is necessary on your part.

Data in a file may be numeric, character data, or date literals. Mathematical operators include sqr, log, arctangent, boolean, and logical operators. A rather complete array.

Included are several commands in the command language that require the program disk to reside in a drive. Copy file, Color Changes, and formatting a disk are a few. Some of them, most notably Format, cannot have a data base active at the same time or it will wipe it from memory. I don't know about you, but I need a disk most in the middle of a program and can't afford to lose what I have entered. FORMAT FIRST—CREATE SECOND. Don't say I didn't warn you.

Be prepared to take some time to become accomplished at using TI-BASE, and above all don't give up. Even with its D-BASE like structure, it is not an easy program to learn. It will be time and money well spent if you need it badly. It is not for the casual database user. They will be better off with PR-BASE. Commands are extensive and well organized for use.

My only complaint about version 1.02 is that the manual is printed in blue ink on grey paper. I know that is nit picking but I just had to find something wrong with it. (Personally, my copy is going to get copied in black and white so I can read it with my bad eyes).

A demo of this powerful tool is scheduled for the August meeting (if Gary gives me enough time I'll even try to answer some of your questions about it.)

EDITORIAL

The following is reprinted from the TTUG.

Did you ever dream of having a computer that would have:

- >A powerful Data Base?
- >A Spreadsheet equivalent to the biggest computers?
- >An extraordinary Word Processor that could open up all the possibilities of your printer?
- >A High-Res Graphics Screen for Dynamic Arcade Games?
- >A Disk Manager that could do all the disk and file manipulations usually only found in mainframes?
- >An ability to run Forth and C and Pascal and Logo?
- >A built-in Language that would include Subprograms and Automatic Items not even included on those expensive machines?
- >Untapped "Hidden Features constantly being uncovered?
- >Updatings with all new Peripherals, Hardware, Software, lots and lots of undreamed-of files and programs from many sources?
- >AND BE INEXPENSIVE?

IF YOU OWN A TI THEN YOU ALREADY HAVE THAT DREAM COMPUTER!

Since TI drifted out of the home computer market a lot has happened to our powerful machine. For example, there are over 700 companies world-wide now making materials for the TI. Software items are in the tens of thousands! Each month new "discoveries" about the TI are made.

TI User Groups continue to flourish, providing the networking for this great international TI family.

As a TI owner, YOU are part of that large community of almost two and a half million families. And these families include educators, kids, business people, writers, artists, truck drivers, cooks, parents, cowboys, pilots - in short, just about every kind of human from just about anywhere on earth. And the software being created almost daily reflects this universality. It is very exciting right now to be a TI owner and watch with amazement to see how much other computer owners pay to achieve what our machine does at 1/100th of the cost (or even less in many instances).

We have probably the largest base of fairware, public domain, groupware and freeware programs and files in existence for ANY computer. This alone makes the 99 the most affordable, most adaptable, most powerful home computer still around. And the commercial ware gets

better and better for you. But only if you take advantage of your ownership!!

WHY NOT GIVE THE PUG A TRY!

T. I. WRITER (Part 7)
Stan Katzman

Well now let's discuss "A Moving Experience" (T. I. Writer Manual, page 36). Move (M) is a command that allows one to move blocks of text from one place in the document to another.

This command uses the line numbers also so it might be more convenient if there is a printed copy of the document with the line number printed also. (This was discussed earlier; L PIO.)

This is kind of a complicated process so let's start. First isolate the block of text you want to move. You do this by placing the cursor at the start of the text you want to move and then enter "Ins Char" (Fctn 2) and split the line, then do the same for the end of the text. Now place the cursor where you want the text to be moved and enter "Ins Char" again. (At this point it might be a good idea to print out the document with the line numbers.) Now go to Command Mode and enter L. At this point you will see "Move, Copy, Delete, ShowLines:", now enter M. At this point you will see "MOVE start line, stop line, after line:". Now you enter the line number of the start of the block of material you want to move, a space, the line number at the end of the text you want to move, a space, and the line number where you want the text block moved to. (If you remember they were defined by the "Ins Char" markers.) Now reformat the text accordingly and you have moved the text to where you wanted. There is a minor catch to this and that is you cannot have a real full text buffer because this text movement uses some memory while things are being moved.

This does not complete all the possible things that you can do in the Editor but I think that they are the most important. If we can master these (when we need them) then I feel that the rest can be picked up just by reading the T. I. Writer Manual. This I feel is a good word processing program and to the best of my knowledge the only thing I would change in the Edit mode is to add a permanent display at the top or bottom of the screen showing the margin scale and their settings. Ed. Note: is included in FunnelWeb 4.0.

This is a fairly short session. The next time we will start talking about the Text Formatter.

Let's Talk RamDisks Part VII
by John F. Willforth

The Rave 99 "MX01" memory enhancement is a P-Box card which replaces the 32K card and gives you many, varied and useful and unique enhancements in the TI 99/4A system environment. The unit comes in three models:

MX01/64 - contains 8K of memory
(>6000->7FFF)
8K of non-DSR
8K of system DSR
8K of user DSR
32K of main memory

MX01/288 - MX01/64 w/224K additional
64K in MX01/64
224K additional.

MX01/544 - MX01/64 w/480K additional
64K in MX01/64
480K additional.

The MX01/64 is the base unit and it is on this unit that upgrades can be done to the larger two. Rave offers upgrade kits for the two smaller units which consists of the necessary STATIC RAM chips (256K bit low power).

The support power for the MX01 is by either the "super capacitor" that comes with the board and will hold the memory (on the /544 unit) for up to 5 days. If longer protection is required, a 3-volt lithium battery may be installed.

The basic unit cannot be used for the RamDisk application due to the absence of additional RAM. The /288 and /544 do have the additional RAM and using the special DM-1000 supplied with the Ramdisk option as well as a CONFIG program the necessary configuring, volume and file manipulations can be performed. A 1444 sector (DSDD), 360 sector (SSSD), and 119 sector (1/3 SSSD) can be placed on the /544. The /288 unit supports a 720 sector (DSSD), and a 179 sector (1/2 SSSD) pair of Ramdisks. Note that the upcoming PRINT SPOOLER option will probably affect the smallest (1/3 and 1/2) Ramdisk units available in the /544 and /288 because the memory used by these units will be needed by the spooler.

The memory space >6000 to >7FFF can be used by any SuperCart or SuperSpace applications that currently run out of this space.

The non-DSR space is memory space where the Peripheral Device Service Routine is paged into the CPU's own memory. To further explain, most of the computers on the market, require loading a driver program into memory normally used by the CPU to provide the operating system running in the CPU a means to properly control the particular peripheral. This wastes RAM and adds to the cost. TI put no RAM in these areas, but select a ROM based program which is located in a particular controller card such as a disk controller and switches it into this "hole" in memory. This area can have RAM assigned to it and switched in anytime needed or when no DSR is being used.

The fact that the system calls for peripheral DSRs means that you can write your own DSRs for the SYSTEM as well as USER DSRs. The MX01 will allow for you to have these types of DSRs running thus giving you more flexible and varied use of the TI. Special memory mapping of addresses >4000 to >7FFF allows an extra 16K bytes for assembly programs (48K) to be written without any user memory mapping required.

The keyboard macro loader option allows you to assign a single key depression to output for example, a particular string (CTRL-M "PIO"). Macros are not available for basic or extended basic, but will work in programs loaded under option "5" of Editor Assembler, such as TI Writer and many of the terminal emulator programs.

The MX01 can be configured with as many as four (2MEG) in a PEB. You cannot run a TI Thermal Printer, but most everything else, inc. Horizon Ram Disks will work with it.

PRICES: (upgrades)
MX01/64 199.95 /64 to /288 110.00
MX01/288 309.95 /64 to /544 220.00
MX01/544 419.95 /288 to /544 120.00
Ramdisk software 25.00
Keyboard "MACROS" software 15.00
"PRINT SPOOLER" software 15.00

RAVE 99 Co.
112 Rambling Road
Vernon, CT 06066 (203) 871-7824

A - NEW - SERIES

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$ TI FORTH TUTORIAL NUMBER ONE $
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The first of 4 tutorials on starting forth for the complete NOVICE. This assumes you don't know how to load it yet alone how to maneuver around in it. My thanks to LUTZ WINKLER for allowing me to upload to the sig. Lutz lives in San Diego area and can be reached at (619) 777-4437 for any comments or questions.

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#####
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$ FORTH TO YOU, TOO ! $
$ BY $
$ LUTZ WINKLER $
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#####

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Introduction:

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According to our source there are quite a few people out there who got the TI-FORTH disk and documentation when TI made them available to user groups. But not very many do much with it. Why? Well, the TI manual is not a tutorial, it assumes that you know something about FORTH. Though packed with useful information there are no instructions on how to begin. We will try to get you started from the very beginning. Hopefully we'll strike a happy medium, somewhere in between teaching and providing info that's useful to you.

What is FORTH?

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There was much hype when it became available to TI users, some of it was overdone, but it is faster than BASIC and there are some advantages which will not immediately be evident to a beginner. FORTH is a TIL (Threaded Interpretive Language) and it'll be hard for you to believe that there is no GOTO command. If that is hard to swallow, there is more: It uses RPN or post-fix notation (RPN = Reverse Polish Notation). In other words, it's not $2 + 2$ that equals 4 but $2 2 +$. We'll find out more as we go along, for now let's just say that FORTH is very powerful, quite a bit faster than BASIC, compact, but perhaps more difficult to learn than BASIC. As a matter of fact, knowing BASIC may make it harder on you, because you'll be thinking BASIC until you get the

hang of FORTH.

Getting started.

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Before you do anything with your FORTH disk, get out the DISK MANAGER and make a backup copy. Do all your work and experimenting with this copy unless you are prepared to get a new FORTH disk. Now plug in the EDITOR/ASSEMBLER, opt for 3 (LOAD AND RUN) and enter DSK1.FORTH. After a moment the screen shows "BOOTING..." which is soon replaced by a menu. These are the LOAD options. For right now you need to concern yourself with only 2 of them: the normal or the 64-column editors. Your choice will depend on several factors: 1) your eyesight, 2) your monitor, and 3) how well you have adapted to using 'windows'. So jump right in and enter -64SUPPORT. After your disk drive is through you will see a tiny 'ok', meaning the 64 column editor has been booted. To see what your screen will look like type 34 EDIT <enter>. If you can read what is displayed on your screen, you'll want to stay with -64SUPPORT. If it's hard on your eyes, settle for the 40 column editor. To get an idea what it looks like, hit FUNCT-9 (ESCAPE), then enter TEXT COLD. FORTH will re-boot and when it is done, enter -EDITOR. (From now on, 'enter' will mean to type in the word followed by the ENTER key.) Again enter 34 EDIT to see what your 40 column editor looks like.

Programming in Forth consists of editing SCREENS, such as that number 34 screen you called up for editing. But we are not ready for that, yet. Hit ESCAPE (F-9) and enter FLUSH and do this: Make yourself an overlay strip so you can edit easily. Keys and their functions are explained on page 5, chapter 3, of the TI-FORTH manual. Now here is another thing you might want to find out right now: a display color that suits you. Since you are still in the so-called 'interactive' mode of FORTH (no program is running) you can type this little ditty:

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: SEE 252 22 DD I BUP . 7 VNTR
KEY 2 = IF ABORT ENDIF LOOP ;

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After you get the ok type SEE. Don't worry if you can't read anything, at times the FG and BG colors match and there's nothing to be read. When you see a combination which gives you a good screen display, write down the last number (bottom of the screen) and continue to step through the loop (or exit via FUNCT-2).

You have accomplished 2 things: 1) you know the editor you want, 2) you have chosen a screen color

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END TUTORIAL ONE
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HOME COMPUTER USERS
EXPERIENCE EYE PROBLEMS

Eye problems experienced by many people using computers on the job may be spreading into homes, says the Pennsylvania Optometric Association.

"When used for lengthy periods of time, home computers can put as much stress on the eyes as the office types," said Dr. Scott Edmonds, President of the association.

Computer related eye strain symptoms includes headaches, blurred vision, itching/burning eyes, fatigue and flickering sensations.

"Studies have traced the causes to vision problems computer users already have, and to improper working environments," Dr. Edmonds said.

"Sometimes you can have a minor vision problem that doesn't interfere with normal seeing tasks. But it will show up under stress of staring at a computer screen for hours at a time," he added.

Annual eye examinations are recommended for people who use computers at home or at work. Sometimes, glasses with a mild prescription are needed to reduce stress when using a computer. For those who already wear glasses, it may be necessary to have a specially designed pair for computer use.

"Be sure to talk to your optometrist about how much you use your home computer and any eyestrain symptoms you are having. Also measure the working distance between your eyes and the screen. All of this is important in determining your computer-related eye care needs," Dr. Edmonds explained.

In addition to seeking regular eye care, home computer users can help their eyes by taking 10-15 minute rest breaks every hour or two; eliminating glare from windows and lights; reducing room lighting; using adjustable furniture; and placing reference material next to the screen to avoid frequent eye and head movements and focusing changes.

For more information and a free pamphlet titled, "VDT User's Guide to Better Vision" write the Pennsylvania Optometric Association, P.O. Box 3312, Harrisburg, PA 17105.



DATE	DON		JOHN		PETE		HARRY	
	SCORE	PUTTS	SCORE	PUTTS	SCORE	PUTTS	SCORE	PUTTS
04/20/88	47	18	50	14	51	19	50	18
04/27/88	43	16	51	20	58	20	58	20
05/04/88	50	20	55	18	49	17	49	16
05/11/88	46	19	54	20	56	22	51	17
05/25/88	51	18	50	19	49	20	53	18
06/01/88	46	18	50	18	47	20	45	15
06/08/88	45	20	42	16	47	22	45	21
06/22/88	45	18	50	18	55	23	45	21
06/29/88	43	18	46	20	52	18	48	20
TOTAL AV	46.4	18.4	49.8	18.0	51.9	20.1	49.3	18.4
LOW AVG.	43.9		46.3		48.8		45.6	
HANDICAP	9.5		11.8		14.2		11.1	

LAST TWENTY SCORES

ROUND	DON	JOHN	PETE	HARRY
1	46	47	47	45
2	49	47	51	51
3	44	47	52	45
4	42	50	55	49
5	47	47	48	50
6	48	47	53	43
7	51	55	53	47
8	45	50	51	51
9	45	46	45	49
10	54	46	49	43
11	45	48	55	47
12	41	50	48	54
13	47	51	51	50
14	43	55	58	58
15	50	54	49	48
16	46	50	58	51
17	51	50	49	53
18	46	42	67	45
19	45	50	55	45
20	43	46	52	48

MULTIPLAN TEMPLATES

MULTIPLAN

By Audrey Bucher
Part 9

Before the golf season is over I thought I would show you how I keep track of my husband's golf foursome's scores.

Load up MP and turn the recalc off. In row 1 you can place the name of the club if any and place any print commands you might want in R1C1. I make the default format width 8 and change the width in C1 to 10. I use general format and no decimal places for the scores but use 1 decimal place for the averages.

In R3C3 I place the first player's name..Don, R3C5, the second player, John..R3C7, the third, Pete and R3C9, the fourth...Harry. In R4C1, I place 10 dashes and copy this right, 8 columns. In R5C1 place the word DATE, R5C2, the word SCORE and in R5C3, the word PUTTS. Go to R5C4 and copy from R5C2. (The word SCORE will appear.) Do the same in R5C6 and R5C8. Go to R5C5 and copy from R5C3. (The word PUTTS will appear.) Do the same in R5C7 and R5C9. In R6C1 I again place 10 dashes and copy it right for 8 columns.

Now we're ready to enter the data. Place the cell pointer in R7C1 and hit A for Alpha, otherwise MP will think you are entering a formula. My first entry this year was 04/20/88. Keep arrowing right and enter the appropriate scores and putts for each player. My sample sheet has 9 entries. Now let's enter some formulas. First of all we are going to name the columns to make the formulas simple. I named R7:24C2 DS (for Don's score) and R7:24C3, DP (for Don's putts). Name the remaining columns accordingly, eg: JS,JP,PS,PP,HS, & HP. MP will propose the proper areas.

In R25C1 place the words TOTAL AVG. Go to R25C2 and enter the formula Average(DS), R25C3, Average(DP). Enter formulas in remaining columns accordingly, eg: Average(JS), Average(JP), Average(PS), Average(PP), Average(HS) and Average(HP). This row will then calculate the averages of all scores and putts.

Go to R28C1 and enter the words LOW AVG. More about that later. Now enter the word HANDICAP in R31C1. Now is where the work comes in. In order to find the low average for each player, you must take the average of the 10 lowest scores in the last 20 scores. So we need to make a table containing these scores. Place your cell pointer in R1C10 and place the words LAST TWENTY SCORES. (You can use the format continuous command to do this)

Go to R3C10 and place the word ROUND. Now place each players name in Columns 11, 12, 13 and 14. (Don, John, Pete, Harry). In R4C10 to R4C23 place the numbers 1 through 20. Now place each player's last 20 scores in the appropriate columns, going back to last season if necessary. Now go to R24C10 and place the words LOW AVG.

Before we go any further, we now must sort C11 to find Don's low average. Hit S for sort. You will see the following menu:

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SORT by column:C
      between rows:1 and:255
      order:()<
  
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Enter column 11, tab over to the next area and enter 4, tab over and enter 23, tab over and change the order to <.

MP will now sort C11 in descending order. Now we can place a formula in R24C11. Place the formula Average(R1-10)C:R1-1)C in R24C11 and MP will calculate the Low Average for Don. Place this figure in R25C11 (do not use the copy command as it will copy the formula and the number will change later) and name this cell DLA. (Don low average). To find the low average for each player, you must sort each remaining column and place the same formula in R24. MP will propose the proper rows but you will need to change the order to <. Don't forget to retype the figure in R25 and name each cell accordingly, eg: JLA, PLA and HLA. BEFORE YOU GO ANY FURTHER NOW, SORT THE SPREADSHEET BY C10 BETWEEN ROWS 4 AND 23 IN ASCENDING ORDER OR YOU WILL HAVE A MESS.

Now we're ready to finish up. Place your cell pointer at R28C2 and hit C for copy, F for from and enter DLA for the cell. Don's low average will automatically appear. Do the same in column 4 for John (JLA), column 6 for Pete(PLA) and column 8 for Harry(HLA).

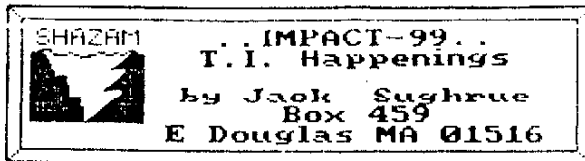
Next in R31C2 enter the formula for the handicap. Since this foursome always plays a 9 hole course, I used the formula..(RC1-3)I-34)496%. Handicap equals the Low Average less the course rating times 96%. The course rating where they play is 34, so you will NEED TO ADJUST THIS FORMULA according to your course. Place this same formula in C4,C6 and C8. You can use the Copy From command.

Now hit FCTN 8 for recalc and presto you have a score sheet ready to print out.

This can be used for one player or many. Just remember to sort by each player to get the low average and then resort by column 10 (Round number). When you edit each cell to get the low average, it's a good idea to check the formula to make sure it is correct. Average(R1-10)C:R1-1)C. It should come out the same but occasionally one of the numbers in the formula comes up wrong and I don't know why.

Each time a new round is played, you will need to do the following. Place the cell pointer at R4C11. Now Delete 1 row between columns 11 and 14. Next go to R23C11 and Insert 1 row between columns 11 and 14. Now you will be able to enter the latest scores and still have the last 20 scores in your table.

This sounds much more complicated than it actually is. I will demonstrate it at the meeting if anyone is interested. Feel free to call me with any questions.



A "LITTLE" FAIR

I had an interesting TI experience a couple weeks ago. In a way it was unexpected, though I certainly don't know why.

The event was the Free TI Fair in Lima, Ohio. It was sponsored, organized, and run by a dozen or so men who comprise the Lima User's Group.

The EVENT was the best TI faire I have ever attended, and it succeeded beyond everyone's wildest dreams. (There were between 350 and 400 who attended, about the same number who attended the N.E. Fayuh this year.) But it was not the numbers, alone, that made Lima such a success. Nor the fact that the participants came from all around the U.S. (Chatting with me at my table were people from Louisiana, Kentucky, West Virginia, Massachusetts, Pennsylvania, Canada, Indiana, Illinois, New York, Michigan, and many others I can't recall.) And Lima was an event that did not get the usual hoopla and hype that often attends the big fairs in Chicago, Boston, Dallas, L.A., Las Vegas, etc.)

What really made this a great success was the fellowship. Everybody was there for a good time. There were no luminaries (in the sense that superstars were created for the occasion), though there certainly were a lot of talented and interesting people demonstrating and sharing. I guess "sharing" was the secret word. Though I listened to a lot of people that day, I did not hear a single complaint. No one talked negatively about anyone else. There was no deviousness; there were no ripoffs. Instead, there were positive vibes rippling throughout the halls of ivy the entire day. Lima gave to all who attended a real TI charge.

The place - Ohio State University, Lima Campus - had to be physically the most ideal place for such goings-on. The huge, clean, artistically beautiful hall provided more than ample room for all the user groups and vendors. It was light and airy and devoid of the squeezing crunch so common to these fairs. The classroom/auditorium had a podium, comfortable seats, a large, easy-to-see monitor, and excellent lighting. The food service, the clean tables to eat at (far from the madding throngs), the additional service machines, all added to the enjoyment.

And the day! It was a perfect, blue-sky, warm Ohio spring day. Attendees drifted in and out the the main building to stroll around the beautiful campus or sit on the numerous benches in sun or shade and delight in just being there.

It was grand! It was recuperative therapy just participating in all that had been provided.

What had been provided?

Everything!

The small Lima group had provided all the tables any group (or individual) needed with ample outlets. They provided signs already up and in place at every single table. And complete systems in many cases, for at-table demos (which went on all day, too). These hosts seemed to be everywhere, on call, to provide the myriad tasks required of well-organized events.

There were excellent demos every half hour: things like Irwin Hott's remarkable setup of Tiling for the blind, Jim Peterson's normally wonderful demo (this time his latest NUTS 'n BOLTS), Bud Mills's Horizon Ram, and so on. These events were announced through a system everyone could hear clearly, so there couldn't be a chance of missing anything. Plus, there were ample signs and posters everywhere of all the upcoming events.

For many who were so busy they couldn't fit all the demos in, the Lima Group again provided: FREE videos of the entire five hours of demonstrations and talks!

Not surprising. Everything else was also free. There was no admission charge, so people could come and go freely. There were no charges for tables for user groups, individuals, or commercial outfits. And these people could have as many tables as they wished. No charge, either, for the many signs. There wasn't a charge, either, for the raffles of soft and hardware drawn every half hour. The Lima entourage didn't even charge people for getting ANYTHING they wanted from the vast Lima library (probably one of the biggest in the country).

Two "World Premier" were made at the fair: the very latest 4.1 of FUNNELWEB sent directly by Tony Mcbovern and the newest DISK UTILITIES of John Birdwell. Charles Good, who acted as host of the affair, demonstrated both. Both disks will be released to the public soon.

Ohio seems to have more active Tiers per capita than any other state in the Union. For me to have an opportunity to go there and meet all these people with whom I had corresponded (some for years) was a thrill I did not want to miss: Charlie Good, editor of the marvelously unique (and decidedly eccentric) BITS, BYTES & PIXELS; Jean Hall, editor of the classy SPIRIT OF 99; Deanna Sheridan, editor of the fresh and informative CLEVELAND AREA T199-4A USER GROUPS NEWSLETTER; Irwin Hott of CONNI (and his seeing-eye friend, Tonka); and, of course, Gentleman Jim Peterson, "Mr. T.I." There were many, many others I got to see again (people like the legendary Mickey Schmitt, who will probably become to TI Adventurers what Larry Bird has become to basketball).

"How did all this TI excitement take place in the middle of nowhere?" as one of my friends who has never been to Ohio asked when I described the event.

Some background was definitely needed to explain this happening in this particular place.

Lima is a city of 48,000. When you drive straight

from the center in any direction for 15 minutes you are in flat farm country, a scattered house every few miles. It is a hundred miles to the nearest airport (Dayton) and many hundreds of miles from a lot of Ohio's biggest cities. (Ohio has Akron, Toledo, Cincinnati, Cleveland, Columbus and lots of other cities larger than Lima.)

The Lima Group formed in 1984 and, after almost four years, has 15 local members and five corresponding members. There are only family memberships with full privileges (home or away) at \$15. This entitles each member to a newsletter that contains ONLY new material. Disks of the latest PD and Fairware software are often mailed with the monthly issues. Several new disks of material are usually added to the library at each monthly meeting. They still have an active tape library over over 450 very full tapes for those members without drives. The Lima disk/tape catalog is descriptive, rather than just number and/or title, so you can get what you want without guessing.

Dr. Charles Good (paleobotanist and Associate Professor at the Lima Campus) is the spearhead of this very close, hard-working organization. He keeps in direct touch with active Tiers around the world. He, along with President Dave Azippl, organized the Lima Confab (which they call "The Multi-User Group Conference" but everyone else calls the "Lima TI Fair.")

This model user group is unusual in more ways than just bringing the mountain to Mohamed, so to speak. First and foremost, even after spending a weekend with them, I saw no signs of in-fighting, no struggle for power, no pretension. Everyone takes turn being president or another office. The libraries of disks and tapes and newsletters are kept at members' houses. Only a call is needed to pick up the whole shebang. So everyone gets to read all the newsletters (BWP has a growing exchange.) or dub the tapes or copy the disks. Calls let members know what's new and available. Dropping off and picking up stuff at each other's homes just adds to the overall comradeship of this tight-knit group.

When I asked Charlie why Lima, as host of this event, didn't use it to make lots of money for the group, here is what he said:

"People and groups keep sending stuff to us. I really believe that this free exchange of software and other information is the way to keep our user groups alive and healthy.

"This same philosophy of minimal cost is why we

didn't charge for our conference. At many TI faires across the country it seems to me that the organizers feel they are doing the attendees and exhibitors a favor by setting up the show. We feel that those who attend our show are doing US a favor by sharing with us their expertise and bringing to us in Lima their software and hardware to sell. So we will try to make it as convenient as possible for those who attend."

What an attitude!

TI PRIDE!

If what I saw of the people in Ohio is any test, the TI world is in good hands for a long time to come.

The really good news is that a second annual event is scheduled for next year. For those who can make it, I'd recommend going. If you can't make it, do the next best thing: join this great group by mail. It's one of the best TI investments you and the exchange librarian of your user group could make. (\$15 a year for the monthly issues and disks and lots more: Charles W. Good, Box 647, Venedocia, OH, 45894. And tell him IMPACT sent you.)

HELPFUL HINT OF THE MONTH

This is from the new ASGARD NEWS magazine (Asgard Software, P.O.Box 10306, Rockville, MD 20850 - quarterly - \$6 per year):

"Print Help For Gemini Users

"Do you have a Star printer?. To be more to the point - do you get ugly white horizontal lines on your screen dumps of GRAPHX or TI-Artist?"



Type in the following program, save it, and run it with your printer on before using your artist programs.

```
10 INPUT "TURN ON PRINTER AN
D PRESS ENTER.":A$
20 OPEN #1:"PIO",OUTPUT
30 PRINT #1:CHR$(27);"A";CHR
$(6)
40 CLOSE #1.
```

Problem solved. I load it before using MAX-RLC and dumping stuff for our newsletter. Just great!

ATTENTION

ALL USER GROUPS, NEWSLETTER EDITORS,
AND CASSETTE USERS.

GETTING THE MOST
FROM YOUR
CASSETTE SYSTEM
BY MICKEY SCHMITT

IS NOW AVAILABLE ON DISK OR PRINTED PAGES
FOR YOUR COPY SEND YOUR NAME AND ADDRESS
PLUS \$7.00 DOLLARS TO
MICKEY SCHMITT, 196 BROADWAY AVE.
LOWER BURRELL PA 15068

CARTRIDGE - LIBRARY

Our Cartridge Library has been growing by leaps and bounds under the capable supervision of our Cartridge Librarian, Norm Rokke.

Anyone wishing to sign out a cartridge may do so at the Sunday meeting with the understanding that it will be returned the following month. This will give you an opportunity to try out those cartridges you have never owned. Many of them are available for sale from Triton and Tenex.

Norm has them nicely catalogued in a booklet in order that you may sign them out. Most of them have instruction booklets to accompany them.

Be sure to take advantage of this special service of the PUG.

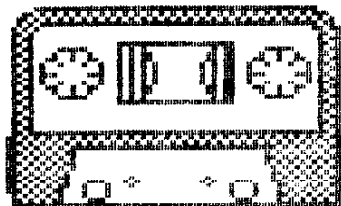
If anyone has any cartridges they are no longer using, the club would be happy to add them to our Library.

Following is a list of the cartridges that are now available. You can see how the list has grown since we first started this last November.

ADDITION SUBTRACTION
 ADVENTURE MODULE *2
 ADVENTURE: THE COUNT
 ADVENTURE: MISSION IMPOSSIBLE
 ADVENTURE: PIRATE ADVENTURE
 ALIEN ADDITION
 A-MAZE-ING *2
 ANT EATER
 BEGINNING GRAMMAR
 BURGER TIME
 CAR WARS
 CENTIPEDE

DECIMALS
 DEFENDER
 DIG DUG
 DISK MANAGER 2
 DONKEY KONG
 EARLY LEARNING FUN
 FACEMAKER
 HEN FECKED
 HOME FINANCIAL DECISIONS
 HOPPER
 HOUSEHOLD BUDGET MANAGEMENT
 HUNT THE WUMPUS *2
 HUSTLE
 JAWBREAKER II
 MEASUREMENT FORMULAS
 MICROSURGEON
 MINI MEMORY
 MULTIPLICATION 1
 MUNCH MAN *2
 MUSIC MAKER
 NUMBER MAGIC
 PAC MAN
 PAINT N PRINT
 PARSEC
 PERSONAL REAL ESTATE *2
 PERSONAL RECORD KEEPING
 PERSONAL REPORT GENERATOR
 ROTOR RAIDERS
 SPEED READING
 STAR TREK
 STORY MACHINE
 TAX/INVESTMENT RECORD KEEPING
 TERMINAL EMULATOR II *3
 THE ATTACK
 TI INVADERS
 TI 99/44A CALC
 TOUCH TYPING TUTOR
 TUNNELS OF DOOM
 VIDEO CHESS

CASSETTE



LIBRARY

The PUG also maintains a Cassette Library. Matthew Falce is the Librarian. At the present time he has available for sale on a first come basis 11 Cassettes of Tiger Cub Programs. Most of these are games and run in XB. He also has available for copying about 15 tapes including games, utilities, educational and word processing programs. Many of our disks can also be copied to tapes. Ask Susan Harper.

Whatever kind of system you have, the PUG has something to offer.



FROM THE LIBRARIAN. . .

Well, as it always does, summer is slipping away, and soon the pools will be closed, the leaves will turn, and we will ALL turn back to our prime indoor activity -OUR COMPUTERS!!!! Seriously, folks, in these heat waves we have been having, the computers were not the only things prone to overheating!

As usual, the list of what's new will be available with the library in the front hallway - all disks still a bargain at \$2.00 a disk for members. The new catalogue is not complete, but some sections will be available at the August meeting. The new catalogue not only lists what is on the disk, but also what it does. Note the example below:

DISKNAME = UTILTB6005
182 AVAIL 176 USED 5 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFO
4SPAN	.B	30	PGM	Y	UTIL	BEAM BENDING UNDER LOADS	ACH/ENG AID
CONCRETE	.B	35	PGM	Y	UTIL	DESIGN/RESISTANT MOVEMENT/STEEL REQ.	
DYNAMIC	.B	35	PGM	Y	UTIL	DYN LOADING ELASTIC RESPONSE/SING DEG	
MOMENT	.B	36	PGM	Y	UTIL	CENTROID & MOVEMENT OF INERTIA	
TRUSS	.B	40	PGM	Y	UTIL	TRUSSES ARCHITECT AID	

As you can see, when this catalogue is complete, you will have all the information you need to decide if a particular disk is what you are looking for. CATLIB COMPANION VOLUNTEERS: Please bring your completed section to the August meeting. If you can't, please call me! THANKS!!!

Our library swap with Dallas is still in the "in the works" phase. As of the writing of this article, we do not have their disks. I will do my best to have as much to you as soon as possible. Remember, our 150 disks plus their 300 disks will have alot of duplicates!!!!

As always, call or write to request special orders. And if you are new or have been away for a awhile, come check out the library at the meeting! See you there!!!!

RECAP OF MINUTES OF JUNE 19, 1988

Treasurer Shonemaker gave a report. The balance after all expenses were paid for the end of May was \$541.76.

Librarian Harper gave no report. Why you ask? Because she went on a canoeing trip and came in late with her Beret cap and red nose, one of her many red areas I might add, to prove it. Gary mentioned that the following disks were available in our library from the Lima, Ohio Faire: John Hinkle's utility for PRBase, Beethoven Concert, Music(general), Music(classical) and Disk Helper1. Also available from Gary on request: VCR Library and Xmas music.

Our hard working, fine editor, Audrey mentioned that we are now exchanging Newsletters with 136 clubs, down from the 169 figure due to them not exchanging with us

and the increase in postal rates. Don't miss this extremely nice benefit of belonging to a club, that of being able to read newsletters from other clubs. This is a tremendous learning tool and a lot of fun. The recent talk of the town is the beautifully published TI-HUG News Digest from Australia. All former members will receive a Newsletter to help encourage them back to our once again fine club. Much thanks for this new look and feel goes to Gary Taylor and all the officers as well as those who help do the extra needed things. Audrey stated there will be no newsletter in July but said there would be a larger issue in Aug. Commercial- Audrey, have a deserved and nice vacation.

(continued page 23)

"TIPS FOR BEGINNERS"

-BY FRANK N. ZIC-

Here we go together-No. 14. What I would like to cover in this article is another of the harder to get started with programs, "The Printer's Apprentice". I know it would take a half dozen or so articles to even start to unravel the complexities of this hard to follow program, but what I hope to accomplish is simply to list a few of the main commands, without details, and then present a bare bones, step by step, listing of commands that will allow us to immediately use the basic Character Editor to print out various print styles and sizes of lettering. A simplified update on the program is available to all original purchasers, details are listed in the May 1987 edition of "Computer Shopper" in the TI-Forum article on page 141.

The program itself is written in FORTH and therefore is fast in execution, but the instructions are written in a hard to follow style that can easily discourage all but the ardent hacker type. In order for a program to be flexible it is necessary for it to provide many options. Indeed this freedom is provided and with careful reading and experimenting one would become adept. When viewing the command lines, place an imaginary comma between each word to more easily see each word. The disk sectors are completely filled and this helpful comma separation could not be accomplished. To select a command it is necessary only to enter the capitol letter.

The disk is composed of four main parts: Character Editor, Picture Editor, Formater and Scheduler. A brief discription of each follows:

*** Character Editor- Modifies two types of print fonts: SDSH(Single-Strike) and OUSH(Over-Under Strike). Several variations are presented and each can be Edited as to characteristic, size and spacing.

*** Picture Editor- Create or Edit any "_P" style picture presented in the (25 Program) format. These pictures can be taken from the "TPA" disk itself, created with your own editing or taken from TI-Artist. Operating functions include: Sizing, Klipping and Flipping as well as Printing.

*** Formatter- Takes text you typed in Editor mode, allows handling of it with the internal Mini-Word processor called "Jotter". It can then be formatted and printed. Completed files can be stored on disk by the External function and used later by the scheduler.

*** Scheduler- Combines text(written material) and pictures to make up a composite page. Place each piece of information on the sheet where you want it and in the size you want for a finished product. Save and use over & over. Good for letter heads, return address labels and calling cards, etc.

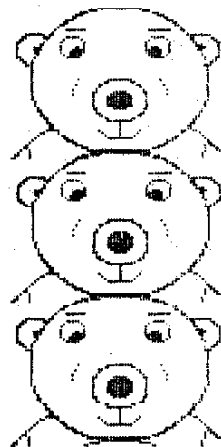
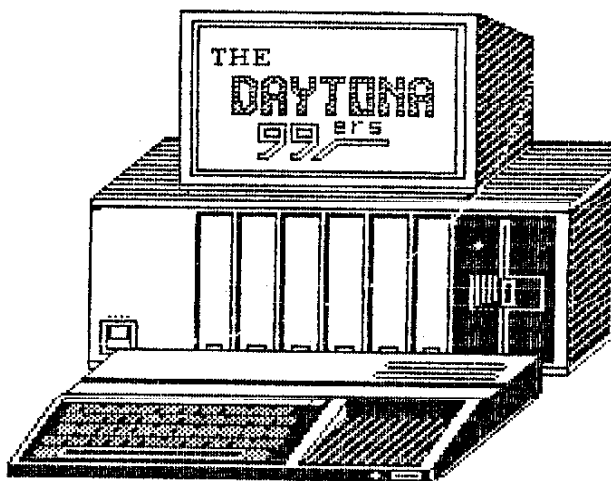
(continued on the next page)

continued from "TIPS FOR BEGINNERS" (No.14)

When operating in the Picture Editor mode, you are asked to place the arrows around your created picture. Be sure to place them completely around the outer border, just as a frame would fit around a picture, otherwise you will clip off a part of your picture.

A list of the Character Editor functions are listed on p7 and the choices for the Variable commands are on p17. You might mark the more important ones with a high-lighter marker for ease of reference. Page 27 offers a performance sequence, with Script II being added directly behind Script I as though they were one continuous list. Following these next instructions should permit you to print out your messages without any hang-ups. Start with the autoload screen. Each place you see a coma, hit Enter: 1,S,S,D,F,(Flip TPA disk) Dsk1.BAUHAUS,X,E, CTRL/9,P,,, R,CTRL/R, FCTN/9,P,P,PIO.CR, (or your printer symbol) V,G,(for Gemini or replace G with E for Epson) S,479,(959 for OUSH style) 4,2,N,S,(Enter your message) (Turn printer on) G,B.

The following examples were either created with "The Printer's Apprentice" or copied from its files. The picture of the computer was taken from Ti-Artist. I hope that these examples help stimulate some interest to try the program. Oh! come on, give it a whirl, it really can be fun. Aren't the Teddy's cute?



TREASURE

MRS. ELEANOR M. ZIC
818 EVERGLADE DRIVE
McKEESPORT, PA. 15135

May the good 4's be with you.

WELCOMEWELCOME***WELCOME***

The PUG would like to convey our continued welcome to Nick Gramatikos, Frank Smith, Mickey Schmitt, Gene Kelly, Marty Kroll Sr., George Dick, Dr. McElroy, Carl Schweiger and John Willforth who have recently renewed their memberships.

GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT

UNDERSTANDING - CREATING - AND USING - CASSETTE FILES

This month I am continuing with the topic of Understanding - Creating - and Using - Cassette Files. More specifically, I will be continuing with the topic of... "How To "OPEN" Up a Cassette File"... which I first began discussing three months ago... in part II of this particular series.

The "FILE-TYPE" entry specification designates the format of how the data is going to be stored on the file. This will be either a "DISPLAY" format or an "INTERNAL" format. The "DISPLAY" format refers to printable ASCII characters and is usually used when the output will be read by people, rather than by the computer. The "INTERNAL" format refers to data which is recorded internally in machine language. You will find that data in this format is far more efficient for recording data on a cassette recorder as it requires less space... thus a program will run much faster than when your files are recorded in the "DISPLAY" format.

As a word of warning: if the "file-type" specification is omitted... the T.I. computer will assume a standard default of a "DISPLAY" format... which is not as efficient as the "INTERNAL" format.

The "RECORD-TYPE" entry specifies that the records on the file are all the same fixed length. The keyword "FIXED" may be followed by a numeric expression specifying the maximum length of a record. For cassette tape records, you may specify any length up to 192 positions. However, the cassette tape device uses records with lengths of 64, 128, or 192 positions and will pad the record that you specify to the appropriate length.

As a word of warning: if the "RECORD LENGTH" is not specified... the T.I. computer will assume the standard default of 64 record positions for a cassette recorder.

The "FILE-LIFE" entry informs the computer that the files that you are about to create are to be considered "PERMANENT" files and not "TEMPORARY". You may omit this entry entirely since the T.I. computer already assumes all files to have a "PERMANENT" "FILE-LIFE".

If all of this sounds way too confusing for you... fear not... I felt the same way myself! With that particular thought in mind... I have decided to create a "REFERENCE CHART"... in order to get a better understanding of all the "NEW MATERIAL" that I have examined so far. (please keep in mind... that this particular "REFERENCE CHART" is a continuation of the "REFERENCE CHART" which first appeared two months ago... in part III of this particular series.

```

*****
*          TO "OPEN" UP A CASSETTE FILE... FOLLOW THESE STEPS...          *
*****
*          1 5          *          *          1 7          * 1 8 *          1 9          *
*****
*          FILE TYPE FORMATS          * N *          RECORD TYPE          * N *          *
*          -----          * E *          -----          * E *          -----          *
* DISPLAY.....PRINTABLE ASCII * D *          FIXED LENGTH          * D *          PERMANENT *
* INTERNAL.....MACHINE LANGUAGE * *          1-192 POSITIONS          * *          *
*          *          * C *          * C *          *          *
*****          D *****          O *****
*          *          * M *          * M *          *          *
* INTERNAL ( PREFERRED OPTION ) * M *          FIXED          * M *          PERMANENT *
*          *          * A *          * A *          *          *
*****

```

Next month I will continue with the topic of Understanding - Creating - and Using - cassette files. More specifically, I will be combining all three of my "CASSETTE FILE REFERENCE CHARTS" that I have created over the last three months into one complete chart - so that you may have all of the necessary information available at your fingertips for faster reference.

In the mean time... if you need any help or have any questions concerning your cassette system - just give me a call (412-335-0163) and I'll try to help.

RECAP OF MINUTES OF July 17, 1988

FROM : THE V.P.'S TERMINAL
 TO : ALL READERS
 SUBJ : HINTS & THOUGHTS

This month I have three hints for your extended basic program, to show you how they work I place them in an example program. So try this program

```
100 ON BREAK NEXT
110 CALL INIT
120 CALL LOAD(-31806,16)
130 CALL LOAD(-31878,0)
140 CALL LOAD(8196,254,0):: CALL LINK("CHAR")
150 CALL CLEAR
160 DISPLAY AT(10,10):"THIS IS TEST"
170 FOR DELAY=1 TO 600
180 NEXT DELAY
190 END
```

Now let me explain the lines of this program

line 100 stops the use of fctn 4 key
 line 110 tells the computer to access assembly language
 line 120 stops the use of fctn =
 line 130 tells the computer to stop updating sprites not used in this program or any program without sprites
 line 140 loads title screen character set into the program
 line 150 clear screen
 line 160 displays "this is a test"
 line 170 setups a for next loop
 line 180 sends to next loop
 line 190 end program
 try lines 100 thru 130 in your program to spice up your program.

Next month I will have more hints and a review of Supertrace.
 See you next month.

```
1 JOHN WITTE'S 3-LINE VERSI
ON OF JOHN WILLFORTH'S WAVE
POWER - PUBLISHED IN GREATER
OMAHA UG NEWSLETTER
100 CALL CLEAR :: A$(1)="ABC
DEFGFEDCBA" :: FOR I=1 TO 7
:: CALL CHAR(72-I,RPT$(I*0",2
I-2)&"FFFF",47,"30303EFF7F3
E1E04"):: A$(I+1)=SEG$(A$(I)
,2,12)&SEG$(A$(I),2,1):: NEX
T I
110 CALL SPRITE(85,47,2,180,
180,-23,0,86,47,2,80,100,-23
,0):: CALL MAGNIFY(2)
120 FOR I=1 TO 12 :: PRINT A
$(I+(I>7)*2*(I-7))&A$(I+I+(I
>6)*2*(I-6)):: NEXT I :: GOT
O 120
```

Treasurer Shoemaker gave a Report. Balance on hand after expenses for June was \$763.33. Against that balance, there was a printing bill to be paid, a telephone bill to be paid, reimbursement to Gary Taylor for E/A Software & payment for our BBS program to Mike Kiable. Frank also reported that there are past issues of Micropendium & colored discs available for purchase from the PUG.

SYSOP Kelly reported that the BBS is running well. At that time, there had been 636 callers. Half of the messages have been private & about half of them have been public. 53 users had registered as of that time. The BBS will be going to a new program which will give more flexibility for remote operation. It was hoped that members will not have to log-on again. On the Board, programs with ? marks have not been checked.

Newsletter Editor Bucher reported that as a one-shot deal, newsletter will be sent to everyone who was ever a member of PUG. Also, the July-Aug newsletter will be distributed in Aug. Then, once again, there will be a newsletter every month.

Pres. Taylor gave his Report:

The Chicago Users Group offered a library swap. The Board decided that this will not be considered until the Texas swap is completed.

Funnelweb version 4.1 is available from the PUG library. It was obtained from the Lima Users Group.

A new program called "TI-Base" will be reviewed by Gene Kelly & then reviewed at the next meeting.

A TI Artist disk will be raffled off at a future meeting.

Two brochures have been received for printer ribbons at a discount price.

OLD BUSINESS:

There has been no word on the Century III computer fair. Gary Taylor will check the status of this annual event.

NEW BUSINESS:

There has been an offer of products by Rave 99 for the PUG to raffle-off. Products are offered at a discount price. Consensus of the members was the the prices of the items were too high to be able to be used by our Group for raffle purposes. If members are interested, The PUG will buy an item for them at a discount.

A motor-driven re-inker for printer ribbons can be purchased by the PUG for re-inking cartridge ribbons. Approx. cost would be \$60.00 plus the cost of adapters. 8 members said they would bring ribbons to the meeting for re-inking if the opportunity presented itself. Membership agreed to table any action until the Board discusses same at its next meeting.

Membership agreed that PUG would select a Fairware author of the month. Voluntary donations will be collected from members. First author will be the author of Funnelweb. Bingo was played for the raffle. Mike Sharpe won an E/A software package.

The following demonstrations were given:

Gary Taylor--Nuts & Bolts. The program provides many useful sub-routines.

Respectfully Submitted, Herbert H. Reich, Rec. Secy.

TIPS FROM THE TIGERCUB

#45

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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.

Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just \$2.00 each, plus \$1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$10 postpaid. Each of these contains either 5 or 6 of my regular \$2 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

NUTS & BOLTS (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. Reduced to \$15.00 postpaid.

NUTS & BOLTS NO. 2, another full disk of 108 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also \$15 postpaid.

NUTS & BOLTS #3 is now #
ready, another full disk #
of 140 new merge-format #
utility subprograms, all #
compatible with the pre- #
vious. With 11 pages of #
documentation, \$15 ppd. #

TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to \$10 ppd.

TIPS FROM THE TIGERCUB VOL. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files and programs, also just \$10

TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, \$10 postpaid.

TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also \$10 postpaid.

Here is a versatile printer utility which will accept all printer control codes, print in 1 to 5 columns with choice of column separation and margin width, allow alternate margins and pause at end of page to turn paper over, and will load and print a diskfull of

files one after another. It is set up for the Gemini 10X and may require modification for other printers.

```
100 DIM M$(400),F$(50)
110 GOTO 150
120 K,ST,SET,S,P$,P,CL,DW$,S
S$,I$,D$,E$,NC,CW,TC,TA,TX,A
V,CS,S$,L7,A$,LSP,LP,RM,OK$,
QD$,X,F$(1),SL,F,IP,M$(1),T$,F
LAG,J,PP,LT$
130 CALL CLEAR :: CALL KEY :
: CALL COLOR :: CALL SCREEN
:: CALL SOUND
140 !@P-
```

```
150 CALL CLEAR :: CALL KEY(3
,K,ST):: ON WARNING NEXT
160 FOR SET=0 TO 14 :: CALL
COLOR(SET,2,8):: NEXT SET ::
CALL SCREEN(5)
170 DISPLAY AT(3,6):"TIGERCUB
PRINTALL":TAB(7):"Copyri
ght 1987":TAB(6):"Tigercub S
oftware" !programmed by Jim
Peterson
```

```
180 DISPLAY AT(12,1):"May be
distributed without":"restr
iction providing that":"no p
rice or copying fee is":"cha
rged."
```

```
190 DISPLAY AT(18,7):"TURN P
RINTER ON!"
```

```
200 DISLAY AT(20,8):"PRESS
ANY KEY" :: DISPLAY AT(20,8)
:"press any key" :: CALL KEY
(0,K,S):: IF S=0 THEN 200 EL
SE CALL CLEAR
```

```
210 DISPLAY AT(12,1):"PRINTE
R DESIGNATION?" :: ACCEPT AT
(14,1)BEEP:P$ :: IF POS(P$,
.LF",1)=0 THEN P$=P$&".LF"
```

```
220 ON ERROR 230 :: OPEN #1:
P$,VARIABLE 255 :: ON ERROR
STOP :: PRINT #1:CHR$(27);"@"
" :: CALL CLEAR :: GOTO 240
230 DISPLAY AT(20,1):"CANNOT
OPEN PRINTER!" :: RETURN 21
0
```

```
240 DISPLAY AT(12,1):"PRINT
SIZE?": " (1) PICA": " (2)
ELITE": " (3) CONDENSED"
```

```
250 ACCEPT AT(12,13)VALIDATE
("123")SIZE(1):P :: PRINT #1
:CHR$(27);"B":CHR$(P);
```

```
260 !The values 80, 96 and 1
36 in the next line are the
maximum number of pica, elit
e and condensed characters p
er line on Gemini 10X
```

270 !Change as necessary for your printer!

```
280 CL=(P=1)*80+(P=2)*96+(P=
3)*136 :: CL=ABS(CL)
```

```
290 DISPLAY AT(12,1)ERASE AL
L:"DOUBLE-WIDTH? (Y/N) N" ::
ACCEPT AT(12,21)SIZE(-1)VAL
IDATE("YN")BEEP:DW$ :: IF DW
$="Y" THEN PRINT #1:CHR$(27)
;"W":CHR$(1):: CL=CL/2
```

```
300 DISPLAY AT(12,1)ERASE AL
L:"SUPERSCRIPT? (Y/N) N" ::
ACCEPT AT(12,20)SIZE(-1)VALI
DATE("YN")BEEP:SS$ :: IF SS$
="Y" THEN PRINT #1:CHR$(27);
"S":CHR$(0);
```

```
310 DISPLAY AT(12,1)ERASE AL
L:"ITALICS? (Y/N) N" :: ACCE
PT AT(12,16)VALIDATE("YN")SI
ZE(-1)BEEP:I$ :: IF I$="Y" T
HEN PRINT #1:CHR$(27);"4";
320 DISPLAY AT(12,1)ERASE AL
L:"DOUBLE-STRIKE? (Y/N) Y" ::
ACCEPT AT(12,22)VALIDATE("
YN")SIZE(-1)BEEP:D$ :: IF D$
="Y" THEN PRINT #1:CHR$(27);
"5";
```

```
330 IF P<>3 AND P<>4 THEN DI
SPLAY AT(12,1):"EMPHASIZED?
(Y/N) Y" :: ACCEPT AT(12,19)
VALIDATE("YN")SIZE(-1)BEEP:E
$ :: IF E$="Y" THEN PRINT #1
:CHR$(27);"E";
```

```
340 DISPLAY AT(12,1)ERASE AL
L:"NUMBER OF COLUMNS? (1-5)"
:: ACCEPT AT(12,26)VALIDATE
("12345")SIZE(1)BEEP:NC
```

```
350 DISPLAY AT(12,1):"COLUMN
WIDTH (NUMBER OF): "CHARAC
TERS?" :: ACCEPT AT(14,13)VA
LIDATE(DIGIT)BEEP:CW
```

```
360 TC=NC&CW :: TA=CL-TC ::
TX=TC+NC&2-2
```

```
370 IF TX<=CL THEN 390 :: DI
SPLAY AT(18,1):STR$(NC)&" co
lums of "&STR$(CW)&" charac
ters":plus 2-column spacing
equals"
```

```
380 DISPLAY AT(20,1):STR$(TC
)&" characters; maximum":"av
ailable in print size":"sele
cted is "&STR$(CL)&":"::###
Please reselect###" :: GOTO
240
```

```
390 IF NC=1 THEN 410 :: AV=I
NT(TA/(NC-1)):: DISPLAY AT(1
2,1)ERASE ALL:"COLUMN SEPARA
TION?":"MINIMUM 2":"MAXIMUM
"&STR$(AV)&" AVAILABLE "":2"
400 ACCEPT AT(15,1)VALIDATE(
```



```

DIGIT)SIZE(2)BEEP:CS :: IF
CS 2 OR CS-AN THEN 400 ELSE
SS=PP*(1/2)CS
410 TA=TA-CS*(NC-1):: IF TA
2 THEN 450
420 DISPLAY AT(12,1)ERASE AL
L:"LEFT MARGIN WIDTH?": "MA
XIMUM "&STR$(TA)&" AVAILABLE
" :: ACCEPT AT(12,20)VALIDAT
E(DIGIT)BEEP:LT :: IF LT>TA
THEN 420
430 DISPLAY AT(12,1):"ALTERN
ATING LEFT/RIGHT?": "MARGIN?
(for pages to be"later re
produced on both:"sides" (Y
/N) N"
440 ACCEPT AT(16,14)VALIDATE
("YN")SIZE(-1):A#
450 LSP=12 :: DISPLAY AT(10,
1):" ": " ": "LINES PER PAGE?
60": " ": " ": " :: ACCEP
T AT(12,17)VALIDATE(DIGIT)SI
ZE(-3):LP :: IF LP<70 THEN 4
90
460 DISPLAY AT(12,1):"LINE S
PACING - 72 INCH" :: DISPLAY
AT(11,16):"_" :: ACCEPT AT
(10,16)VALIDATE(DIGIT)BEEP:L
SP
470 IF LP/(INT(72/LSP))>11.5
THEN DISPLAY AT(20,1):"WON'
T FIT!" :: GOTO 450
480 PRINT #1:CHR$(27);"A";CH
R$(LSP);
490 RM=TA-LT
500 DISPLAY AT(12,1)ERASE AL
L:&STR$(NC)&" columns of"&STR
$(CN)&"-character width"&"le
ft margin of "&STR$(LT)&" sp
aces"
510 DISPLAY AT(15,1):STR$(LP
)&" lines per page":&"with "&
STR$(LSP)&"72 line spacing"
520 DISPLAY AT(17,1):STR$(CS
)&" spaces between columns":
&"right margin of "&STR$(RM)&
" spaces": "OK? (Y/N) Y"
530 ACCEPT AT(20,11)VALIDATE
("YN")SIZE(-1)BEEP:OK# :: IF
OK#="N" THEN 240
540 DISPLAY AT(12,1)ERASE AL
L:"PAUSE AT END OF PAGE? N"
:: ACCEPT AT(12,20)VALIDATE(
"YN")SIZE(-1):Q#
550 DISPLAY AT(1,1)ERASE ALL
:"INPUT FILENAMES TO BE": "PR
INTED.": "PRESS ENTER WHEN DO
NE"
560 X=X+1 :: DISPLAY AT(X+3,
1):"FILENAME? DS# " :: ACCEPT

```

```

AT(X+3,14)SIZE(-12)BEEP:F#(
X)
570 IF F$(X)="" THEN X=X-1
: GOTO 600 ELSE F$(X)="DS#&
F$(X)
580 ON ERROR 590 :: OPEN #2:
F$(X):: CLOSE #2 :: GOTO 560
590 ON ERROR STOP :: CALL SO
UND(1000,110,0,-4,0):: DISPL
AY AT(20,1):"CANNOT OPEN "&F
$(X):: X=X-1 :: RETURN 540
600 SL=1
610 F=F+1 :: IF F>X THEN 700
:: ON ERROR 620 :: OPEN #2:
F$(F),INPUT :: DISPLAY AT(22
,1):"READING ";F$(F):: ON EP
ROR STOP :: GOTO 630
620 CALL SOUND(1000,110,0,-4
,0):: DISPLAY AT(20,1):"COUL
D NOT OPEN "&F$(F):: STOP
630 FOR IP=SL TO LP:NC :: LI
NPUT #2:M$(IP):: IF LEN(M$(I
P))=0 THEN 670 :: IF NC>1 AN
D PDS(M$(IP),CHR$(13),1)<>0
THEN M$(IP)=SEG$(M$(IP),1,LE
N(M$(IP))-1)
640 IF ASC(M$(IP))>126 OR AS
C(M$(IP))<32 THEN IP=IP-1 ::
GOTO 680
650 IF LEN(M$(IP))<=CN THEN
670 :: T$=SEG$(M$(IP),1,CN):
: CALL SOUND(1000,110,0,-4,0
):: DISPLAY AT(12,1):M$(IP);
" OVER";CN:"CHARACTERS": "TRU
NCATED TO ":T$:"OK?"
660 CALL KEY(3,K,S):: IF S=0
THEN 660 ELSE IF K<>89 THEN
STOP ELSE M$(IP)=T$
670 M$(IP)=M$(IP)&RPT$( " ".C
N-LEN(M$(IP)))
680 IF EOF(2)=1 THEN CLOSE #
2 :: SL=IP+1 :: GOTO 610
690 NEXT IP :: IF EOF(2)=1 T
HEN CLOSE #2 :: GOTO 720 ELS
E GOTO 720
700 ON ERROR 710 :: FLAG=1 :
: FOR J=IP+1 TO NC:LP :: M$(
J)="" :: NEXT J :: GOTO 720
710 STOP
720 PP=PP+1 :: IF PP/2=INT(P
P/2)AND A#="Y" THEN LT=RPT$(
" ",RM)ELSE LT=RPT$( " ",LT
)
730 FOR J=1 TO LP :: ON NC 6
OSUB 750,760,770,780,790 ::
NEXT J :: PRINT #1:CHR$(12):
: SL=1 :: IF F>X THEN STOP E
LSE IF Q#="N" THEN 630
740 DISPLAY AT(24,1)BEEP:"PR
ESS ANY KEY TO CONTINUE" ::

```

```

CALL KEY(0,K,S):: IF S=0 THE
N 740 ELSE DISPLAY AT(24,1):
" " :: GOTO 630
750 PRINT #1:LT&M$(J)&CHR$(
19):: RETURN
760 PRINT #1:LT&M$(J)&S&M$(
J+LP)&CHR$(10):: RETURN
770 PRINT #1:LT&M$(J)&S&M$(
J+LP)&S&M$(J+LP+2)&CHR$(10
):: RETURN
780 PRINT #1:LT&M$(J)&S&M$(
J+LP)&S&M$(J+LP+2)&S&M$(J
+LP+3)&CHR$(10):: RETURN
790 PRINT #1:LT&M$(J)&S&M$(
J+LP)&S&M$(J+LP+2)&S&M$(J
+LP+3)&S&M$(J+LP+4)&CHR$(10
):: RETURN

```

This is an improved version of the math program in Tips #36.

```

100 CALL CLEAR :: RANDOMIZE
110 B=INT(5*RND+2):: IF B=B2
THEN 110 ELSE B2=B
120 F=INT(5*RND+2):: IF F=F2
THEN 120 ELSE F2=F
130 D=INT(5*RND+2):: IF D=D2
THEN 130 ELSE D2=D
140 X=F&B&D
150 BB=INT(5*RND+2):: IF BB=
BB2 OR BB=B THEN 150 ELSE BB
2=BB
160 DD=INT(5*RND+2):: IF DD=
DD2 OR DD=D THEN 160 ELSE DD
2=DD
170 F=F&BB&DD
180 DISPLAY AT(3,1)ERASE ALL
:"IF;B;"BOYS CAN CATCH";X;"
FROGS IN";D;"DAYS,"
190 DISPLAY AT(6,1):"HOW MAN
Y FROGS CAN";BB;"BOYS";"CATC
H IN";DD;"DAYS?"
210 ACCEPT AT(7,19):Q
220 IF Q=F THEN DISPLAY AT(9
,1):"THAT'S RIGHT!" :: GOTO
110
230 DISPLAY AT(9,1):"NO, THA
T'S WRONG."
240 DISPLAY AT(11,1):"IF;B;
"BOYS CAN CATCH";X;"FROGS IN
";D;"DAYS"
250 DISPLAY AT(13,1):"THEN O
NE BOY CAN CATCH";X/B;"FROGS
IN";D;"DAYS"
260 DISPLAY AT(15,1):"AND ON
E BOY CAN CATCH";X/B/D;"FROG
S IN ONE DAY."
270 DISPLAY AT(17,1):"SO, IF
ONE BOY CAN CATCH";X/B/D;"F

```

```

ROGS IN ONE DAY,"
280 DISPLAY AT(19,1):"THEN";
BB;"BOYS CAN CATCH";X/B/D&BB
:"FROGS IN ONE DAY"
290 DISPLAY AT(21,1):"AND";B
B;"BOYS CAN CATCH";X/B/D&BB&
DD;"FROGS IN";DD;"DAYS."
300 DISPLAY AT(24,1):"PRESS
ANY KEY" :: CALL KEY(0,K,S):
: IF S=0 THEN 300 ELSE 110

```

Here's an idea for an unusual title screen -

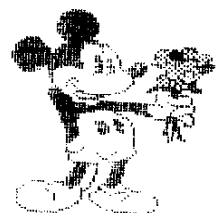
```

100 CALL CLEAR :: FOR SET=1
TO 8 :: CALL COLOR(SET,1,1):
: NEXT SET :: CALL CHAR(100,
"0",101,"0")
110 X$(0)="4043241818244202"
:: X$(1)="4021261818648402"
:: Y$(2)="2020131C3BC80404"
:: X$(3)="1010101FF8080808"
:: X$(4)="081010907E111020"
120 X$(5)="080808F81F101010"
:: X$(6)="0404CB3B1C132020"
:: X$(7)="0284641818262140"
130 A#RPT$(CHR$(100)&CHR$(1
01),13):: FOR R=1 TO 24 :: C
=C+1+(C-2)*2 :: DISPLAY AT(R
,C):A# :: NEXT R
140 CALL VCHAR(29,1,168)
150 CALL SCREEN(2):: CALL CO
LOR(9,5,16):: FOR S=1 TO 8 :
: CALL COLOR(S,16,2):: NEXT
S
160 DISPLAY AT(5,5):" TIGERC
UB SOFTWARE " :: DISPLAY AT(
9,6):" SOIRNY SCREEN ";
170 FOR J=0 TO 7 :: CALL CHA
R(100,X$(J)): CALL CHAR(101
,X$(7-J)): NEXT J
180 CALL KEY(0,K,S):: IF S=0
THEN 170

```

MEMORY FULL

Jim Peterson



A SOFTWARE REVIEW by Gary Taylor
OF
PARADIGM BBS
WRITTEN BY
MIKE KIMBLE and TRAVIS WATFORD

Mike and Travis have combined their considerable skills to produce an excellent fairware bulletin board program called PARADIGM, pronounced par-a-dime. The program is written in extended basic with assembly calls for flexibility and speed. It was released in April, 1988 as Fairware and has undergone several revisions in the last couple of months to provide enhancements requested by the TI public. Mike's and Travis' support of this product is excellent. A case in point, when the Pittsburgh User's Group began using the program they could not use their Triple Tech card to obtain the date and time. The program was originally designed to use the NDP clock. Mike set to work gathering the information on the Triple Tech clock and has included a merge image program in the latest release, version 1.4, to support it. Thanks to Travis and his assembly language routines, the program will now run on a Geneve 9640. Many features have been included in this program making it a bargain for the \$30.00 fairware asking price.

SYSOP FEATURES

1. Modem speed selection dependent on return codes from the modem. We are using 300/1200/2400. DCD connection recognition. A simple cable modification is required.
2. Ability to log on just like a user to check out the program from the callers viewpoint.
3. Great documentation. Includes a printed function keys strip to paste to the console.
4. A circular message file, no deleting and compressing of the message base. The number of messages is configurable and is limited only to your disk capacity.
5. Bulletins, that can be toggled off and on by the sysop. Plus they will only be read once by the callers. They are setup by date.
6. A credit system for downloads and uploads.
7. Chat mode.

8. 6 priority levels through which you can control access to the bulletin board. Immediate access to downloads by TI users.

9. Logging of all system messages to a printer. If desired, can be configured and then toggled off or on by the sysop.

10. Jerk keys to knock off a caller instantly.

11. Ram disk support.

12. Tested and works with a console that has the 32k on the 16 bit bus mod.

13. All remote sysop features.

REMOTE SYSOP FEATURES.

1. Ability to change the date if you do not have a clock card.

2. Ability to access user records and update if desired.

3. Ability to delete messages.

4. Ability to move messages to the proper message base.

5. Ability to post a message to a specific individuals mailbox.

6. Ability to undelete a messages.

7. Ability to read private mail if configured by the sysop.

8. Ability to read and answer feedback messages.

9. Ability to read and delete the sysops log.

10. Ability to upload and download private files.

11. Ability to catalog all disks.

12. Ability to upload and overwrite any file on any disk.

All these features are available to remote sysops and are fully protected from hackers with passwords and user level codes.

(Continued next page)

CALLER FEATURES

1. Hot Keys for all selections. No need to wait for the entire menu to appear before making a selection.

2. Xmodem and ascii uploads and downloads. Uploads can be made public or private by the one who uploads it. The one who uploads will be asked to enter a description that will appear in the program listing.

3. RLE pictures can be viewed on-line if you are using "OMEGA" terminal emulator by Travis Watford. This fairware program is in the clubs library.

4. You receive all your unread mail that has been posted to your mailbox immediately upon logging on. No trying to figure out how to get your mail. You also have the ability to reply with a public or private response to any message after you have read it.

5. Once you have read your message, a Recvd indicator is posted to the message header so that the sender will know that you have received the message.

6. The ability to view the last 20 callers. This feature lets you know who has called in since your last visit.

7. 5 priority levels.

8. Special section for Club newsletters.

9. The caller can enter Semi-private feedback to the sysop.

10. Information files galore.

11. The ability to list all registered user's.

12. Higher credits for T1 users. Credits are earned by uploading and entering messages.

13. Private E-mail.

14. 10 message bases that can be individually masked.

15. When you log-in the system will tell you the last caller, (who was on while you were getting the busy signal) as well as the last public upload so that you know a new file is available.

I am sure there are more features that I have not mentioned but you get the idea. Paradigm is a full featured robust Bulletin board program. The Pittsburgh User's Group has been using this program for several weeks and have not had a program failure since version 1.3 was released. You can reach our BBS by dialing 412-824-6779. A copy of version 1.3 is in our library for those of you who would like to set up their own BBS system.

ATTENTION NL EDITORS

In October of 1987, the UG changed it's mailing address to P.O. Box 8043, Pittsburgh, PA 15216.

We are still receiving many exchange newsletters to our old address. For the past 5 months I have been putting extra stickers on the outside of our letters to these groups reminding them to change our address.

There are still several groups that have not complied, NEW JUG NORTH, NORTHERN NEW JERSEY, SOUTHERN CALIFORNIA COMPUTER GROUP, SOUTH BAY AND CLUB 99, to name a few. We are fast approaching the time in which the Post Office will no longer forward your mail to us so PLEASE check your mailing lists and update our address. We would be very disappointed to stop receiving your great publications.

FAIRWARE AUTHOR OF THE MONTH

The Fairware author of the month is Tony and Will McGovern. We will be taking up a collection to send to the McGovern's to show our appreciation for their super program Funnelweb. Please come prepared to donate. Version 4.1 is now in our Library and has great improvements.

CERTIFICATE 99 TIP

Would you like to add some different graphics to your Certificate 99 disk?

Load T1 Artist and divide your screen into twelve equal spaces by drawing two horizontal lines and three vertical lines.

Now go to the enhancement mode and load twelve graphics of your choice, placing them in the twelve blocks you have created.

Next, go back to T1 Artist and erase the lines you drew. Now save the file as a picture.

Certificate 99 will now load this file for your graphics choices.

Try it out by loading the LOGO_P file when you are prompted for more border or graphic files. You will see portions of that picture as you cycle through the file.

Bits, Bytes & Pixels

THE NEW FEATURES OF FUNNELWEB v4.1

by Charles Good
Lima Ohio User Group

FUNNELWEB is probably the most significant software ever for the 99/4a. After booting FUNNELWEB v4.1 from IBASIC (you can boot FWB from any assembly language loader, but the IBASIC module is the best way) you can do all of the following without changing modules:

1. With a single keypress you can load from a selection of user created menus almost any software ever written for the 99/4A. If the software you want to load isn't configured into one of your user created software menus, you can call up a disk directory anywhere within FWB, mark the file name of software seen in the directory, and then load that software.

2. Do work processing with a much improved version of TI-Writer.

3. Create assembly source code and then assemble it as you would with the E/A module.

4. Manage disks with a modified version of DM1000 which is supplied with the FWB package. Pre-configured menu entry points for other common disk managers are also provided.

5. View and edit disk sectors with a modified version of DISK PATCH, also sometimes known as DISKO.

This review will describe the changes and additions in v4.1 as compared to v4.0. Although this description is based on the May 30, 1988 release which says "Memorial Day" on the IBASIC title screen, the review should be valid for all subsequent releases of v4.1.

Enhanced CENTRAL MENU capabilities.

Each central menu now has 8 items, and items 4-7 are completely configurable to load any kind of assembly language file. This includes autostarting D/F80 source code and assembly PROGRAM files. In previous versions of FWB the central menus could only load PROGRAM files and only a limited number of central menu slots were configurable.

The TI-Writer menu reads as follows:

- 1 EDITOR
- 2 FORMATTER
- 3 DISK UTILITIES
- 4 MCODE
- 5 DATA BASE
- 6 DM1000
- 7 DSKU
- 8 USER LIST

As noted above, items 4-7 can be configured to suit the user. MCODE is an entry point for terminal emulation software such as FAST TERM or TELCO. DSKU refers to John Birdwell's "DISK UTILITIES." This fairware disk manager/sector editor is so good that some former users of DM1000, myself included, have switched to DSKU for most disk management uses. DSKU is not provided as part of the FWB package, but can be obtained directly from John Birdwell or from most user group libraries.

Item 5 in the above TIM central menu leads to a specially created user list menu in which disk management software is grouped together. The DISK UTILITIES menu reads as follows:

- 1 DM1000
- 2 DSKU
- 3 MYARC DM
- 4 DPATCH
- 5 SCREAMER
- 6 TRACKER
- 7 ARCHIVER
- 8 CONFIGURE
- 9 <CTR ROM>

DPATCH is the modified sector editor DISKO which is provided as part of the FWB package. SCREAMER is a good entry point for an ultra fast whole disk copier such as REDISKIT or TURBO COPY. TRACKER can be used to load one of the various "copies anything including protected disks" track copiers. Will McGovern, one of the FWB authors, has written a fairware track copier called TRACKER that is one of the few (maybe the only) that works with a Myarc disk controller. Send him a few bucks in Australia and he will send it to you, or look in your user group library. ARCHIVER will load the latest version of Barry Boone's archiving/compressing program. This archiving software is not part of the FWB package. CONFIGURE boots the FWB configuration files CF/CG. Items 1-8 in the above DISK UTILITIES user list menu can be altered with CF/CG to boot any assembly D/F80 (autostarting or not) or PROGRAM files.

The Edit/Assm central looks this way as configured on the FWB distribution disk:

- 1 EDITOR
- 2 ASSEMBLER
- 3 LOADERS
- 4 C-COMPILE
- 5 DISK PATCH
- 6 LINEHUNTER
- 7 ..
- 8 RESET

Item 4 loads the latest v4 release of c99. LOADERS, unchanged from FWB v4.0, leads to a menu for loading assembly D/F80 or PROGRAM files that aren't already configured into one of the FWB user lists. LINEHUNTER is new to v4.1. It is an assembly programming utility that prints on the screen any specified line of assembly D/V80 source code. You can also type the name of a label, and LINEHUNTER will display lines that have that label.

THE CONFIGURATION PROGRAM, FILES CF/CG:

This has been totally redone for v4.1 and MUST be used to do any configuring of the various user lists. It is no longer possible to directly edit FWB's XBASIC LOAD program to alter the IBASIC user list because there is very little XBASIC code in LOAD. There are only a few XBASIC line numbers in LOAD and the rest of LOAD is all in assembly.

NEXT PAGE

Bits, Bytes & Pixels

CONFIGURE is much easier to use in v4.1 than it was in v4.0. CF/CG has a tree structure which allows you to quickly get to any part of the configuration without redoing the entire configuration process. The configuration program is very professional looking with sound effects, overlapping menu windows that pop into view, and help screens that are available at various points in the configuration process by pressing "?". Obviously much effort went into the preparation of the new v4.1 configuration files. The authors note that CF/CG was condensed from over 500 sectors of source code.

Basically what you do is load a configuration data file, alter the configuration, resave the altered data file to disk, and then while it is still in memory install the new configuration data into the FMB LOAD and UTIL1 files. If you later obtain a more recent release of FMB v4.1 you can configure the more recent release simply by loading your old configuration data file and installing this data into the newer LOAD and UTIL1 files. This is REALLY EASY! I had access to a pre-release beta testing edition of FMB v4.1 and was able to use the beta testing edition's configuration data file to configure my "Memorial Day" v4.1 in about 30 seconds. Hopefully the FMB authors will maintain this configuration data file system in all future upgrades of FMB and allow this easy transfer of v4.1 configuration information into all future FMB updates. Unfortunately, configuration information from v4.0 cannot be transferred directly to v4.1.

The important universal keys to remember in the configuration routine are (ENTER) to advance to the next window, and BACK to return to the previous part of the program (often the previous window). AID will get you a disk directory from most places in the program, and "?" brings up the help screens. When a window is displayed, you press the first letter of the text line in the window to perform the function indicated. If the window says

```

:Load:
:Edit:
:Save:
    
```

then you press "L", "E", or "S". Sometimes "N" and "B" are used to move the cursor up and down within a window when the functions "Next" and "Back" are displayed in the previous window. When more than one window is visible at the same time, the active window is indicated by a fat (2 pixel wide) border. The borders of the windows get alternately fat and skinny depending upon which is the currently active window.

The early windows in the configuration process are as follows:

```

Sysinfo      Quit      Install :   FIRST
WINDOW                                             WINDOW

:Load:       :Loading:   :Boot Tracking OFF:
:Edit:       :Devices:   :TI-Writer side 1 :   LOADING
:Save:       :Colors :   :Edit/Assm side 1 :   WINDOW
SECOND      :Menu :     :Working Drive 2 :
WINDOW      :XB List:
            :UL List:
            THIRD
            WINDOW
            :Edtr Printer:
            :Fatr Printer:   DEVICES
            :Object File: WINDOW
            :Work File :
            :Program :

            :Edit:
            :Next:   COLOR
            :Back:  WINDOW
            :Xchg:
            :Redo:
            :View:
    
```

```

:TI-Writer side: MENU
:Edit/Assm side: WINDOW
    
```

You start out by pressing Sysinfo to display the second window, and then press L(load) to load the configuration data file, following the prompts for loading. The name of this file on the FMB distribution disk is SYSCON, but you can use any name. You can create different FMB configurations on different configuration data files each with a different file name. After loading the configuration file, you press E(edit) change the the configuration data and display the third window. From here you bring up fourth series of windows where such of the configuration actually occurs.

LOADING WINDOW: Boot Tracking toggles between ON and OFF by pressing "B". Usually it is left ON unless FMB is installed on a readisk. In that case, the authors suggest it is sometimes best to leave boot tracking OFF. If the files loaded by FMB's central menus are in different drives (or readisks) these drive numbers are specified next to "TI-Writer side" and "Edit/Assm side". The "Working Drive" is the default drive number that appears after "DSK" if the mailbox workfile name is empty when you LF from the editor or use the Formatter.

DEVICES WINDOW: Printer names are self explanatory. "Object File" name is the default that appears on the screen next to DSKx. when you select LOADERS from the Edit/Assm central menu and try to load a D/FBO assembly file. I have "Object File" name configured as "DF/BOFILE" to remind me that only this type of file can be loaded from certain parts of LOADERS. "Work File" is the default file name used the first time you LF. It is best to leave this blank as it is

Bits, Bytes & Pixels

on the distribution disk. If "Work File" is left blank, you can exit FNB, go through the title screen and do something in BASIC without turning off the PE box, return to FNB and find the previous workfile name still there when you LF. "Program" is the default displayed on the screen when you use the LOADERS menu to load assembly PROGRAM files. The ability to set "Object File" and "Program" defaults is a feature new to FNB v4.1.

COLOR WINDOW: Here you can edit and view your choice of 10 color combinations. You can alternate between two sets of such combinations. The one listed at the top of the list is the combination that appears first when you boot FNB.

MENU WINDOW: This choice allows you to configure items 4-7 in each of the central menus. You can configure autostarting D/FBO assembly files or assembly PROGRAM files. Each file name is limited to two characters and should either be on the boot disk in the either one of the two central menu drive numbers specified above in the LOADING MENU. Press BACK to exit this part of the configuration process.

XB LIST AND UL LIST CONFIGURATION: These are both done in a similar manner. First Fetch the list by pressing "F". Then press N(ext) or B(ack) to select the item to be configured and press E(dit) to change that item. Press <ENTER> to go from menu to menu in the editing process. When asked for the "Secondary" this refers to the drive number specified in the devices window for the E/A central menu files. If you ask for a "Reminder", FNB will display the message INSERT UTILITY DISK when you attempt to boot the configured program from a FNB menu. When XB List or UL List configuration is finished (and Saved) in the case of UL List, press BACK to return to the third window.

THE FINAL CONFIGURATION STEPS: Press BACK several times to return to the second window and then press S(ave) to save the modified SYSCON configuration data file back to disk for later use. Then press BACK, and from the first window press I(nstall) to install the configuration data into the LOAD and UTIL files. Follow the prompts. An alternate name for the UTIL file is FW and you can use this name if you want. The alternate name used to be RELOAD in earlier versions of FNB, but this name is too long to use with current Horizon Ramdisk Menu software. It is necessary to save the configuration data to BOTH the LOAD and the FW/UTIL files, so cycle through the installation process twice. When press BACK a couple of times to return to the first window and press Q(uit) to return to FNB. If you exit configuration with Q(uit) you will not immediately see your new configurations. It is necessary to reboot FNB from the beginning for the new configurations to appear on screen.

UL LIST SPECIAL CONSIDERATIONS Immediately after configuring a USER LIST and before pressing BACK to return to the third window it is necessary to S(ave) the configuration to the USER LIST, since this user list data is NOT saved as part of the configuration data file. When you return to the third window your USER LIST data may be lost. You may create as many USER LISTS as you want, each under different names. These lists can be loaded from each other, or they can be loaded from the central menus. DISK UTILITIES from the

Ti-Writer central menu is a special user list file named DS, and can be configured from the "UL List" option of the third configuration window. If you come across a more recent release of FNB v4.1 you can use your previously configured user lists (files UL, DS, and any of your own user list files) unmodified with the more recent release. You don't have to configure your user lists all over again. I hope it will be possible to use unmodified v4.1 user lists in future versions of FNB (v4.2 etc) as well. Unfortunately the FNB authors state that v4.0 and earlier user lists are not guaranteed to be compatible with v4.1.

NEW FEATURES IN QUICK DIRECTORY:

You can now mark ANY file in QUICK DIRECTORY, invoked by AID from most places in FNB. If the marked file reads PROGRAM, then its name will appear on screen as the default when you load an assembly language PROGRAM file from items 1-3 of the LOADERS menu. If the marked file is D/FBO, then it will show up on screen as the default when you load assembly object code from items 4-7 of the LOADERS menu. The ability to mark files from QUICK DIRECTORY for the LOADERS menu is new to v4.1. Any file may be marked for deletion, and after deletion the sector count and file name list displayed on screen by QUICK DIRECTORY are immediately updated. The ability to delete from QD and immediate updating in both QD and SD (from the editor) are new to v4.1. I consider all the new features described in this paragraph to be very useful.

Other changes in QD include the ability to unmark a workfile name as Q(d) and revert back to the previous workfile name. In v4.0 you could only do this by using SD from the editor. The N(ext) and B(ack) keys are now used to page through the alphabetical list of file names in QD rather than SHIFT/CYRL as in v4.0. This change makes QD consistent with other sections of FNB v4.1 since "N" and "B" are commonly used to move forward or backward, particularly in configuration.

DM1000 CHANGES:

The FNB authors include their own modifications of DM1000 v3.5 as part of the FNB package. (PLEASE NOTE: DM1000 is fairware, and if you use FNB you should not only send a fairware donation to the FNB authors, you should ALSO send a fairware donation to the Ottawa User Group for the use of DM1000.) V3.5 is the last source code sent directly to the FNB authors by the Ottawa UG and this is why the FNB authors have based their modifications on this rather than a later version. FNB co-author Tony McGovern writes me that he believes his modified v3.5 will do everything that DM1000 v4.0 will do except line by line scrolling with V(iew). Tony has given DM1000 the squeeze job, and the result is that FNB's modified v3.5 files are smaller than the original v3.5 and much smaller than DM1000 v4.0.

The most important feature of FNB's DM1000 is that it formats disks at 18 sectors per track in DD mode with a Myarc disk controller. Bugs in T(ype), P(rint), and C(opy) have

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been fixed, and you can now use 3 digit printer entry codes. Horizon Ramdisks at high CRU addresses are fully supported except for initialization during Disk Copy.

OTHER FEATURES NEW TO FMB v4.1:

The formatter may now have 4 disk files open at the same time. From the assembler the object file name is passed back to the object file parts of the LOADERS menu and appears as the on screen default for immediate loading.

The keyboard control of DISK PATCH has been augmented to make it consistent with John Birdwell's DISK UTILITIES. The DISK PATCH title screen tells you that you can use the "original" keys (this means the keys that worked with FMB v4.0, which aren't quite the original DISKO keys) and an alternate set of key presses that corresponds to the keys used to control DISK UTILITIES (Ctrl/M for Hex display, Ctrl/N for next sector, Ctrl/W for write to sector, etc). If you are familiar with the keyboard controls of DISK UTILITIES you will have no trouble using FMB's DISK PATCH.

FINAL CONCLUSIONS:

In my opinion everyone who does serious disk based work with the 99/4A should be using FMB. If you don't have it, check your user group's library. User groups, not individuals, may obtain FUNNELWEB v4.1 at no charge by sending a disk and paid return mailer to the Lima User Group, P.O. Box 647, Venedocia OH 45894.

DONE

(continued from page 11)

Sysop Kelly reported the BBS is working fine and could use more participation. Let's use our board more and with more open messages. An updated Ver 1.3 of our BBS will soon be incorporated. What do you want to see on the board?? Don't answer too quickly as you may have to do a little work yourself to make it reality. Don't forget after all it is your club. So help out when you think you can. Really the BBS could use some up dating on a regular basis. If you feel you would like to spend a little time in this area let Gary or Gene know. Gene mentioned that probably we all should have surge protection on our telephone lines. Raise your hand if your telephone has this protection. He stated that the club pays a monthly electric and phone bill of \$20 & \$5 for the BBS.

Gary again offered to hold a communications class at his house for any one interested, 3 take. He said the Lima, Ohio Faire was very good and while there our group saw FNLWB4.1 & DISKUTIL4.1. A unique method was put in place for deciding the raffle winner, we all played BINGO. Nice change of pace.

No date yet for the Century III Faire. The Zodiac disk was desoed and is in the library. That's it for now. Submitted by the fathon fill-in recording secretary, Frank N. Zic. May the good 4's be with you.

THE KIDDIE CORNER

by Sue Harper

For kids of all ages - a series of articles on how to get started making your own programs.

Have you ever wanted to get the computer to do what YOU wanted it to do instead of just playing the games someone else made up? Well, you can! And it's not too hard either. Most of the words and symbols you need to use are the same ones you use to talk to people. The only problem is - computers don't understand mistakes!

For example, let's say you wanted the computer to print your name on the screen. Here's how to do that:

First, turn on the monitor (that's the computer word for the TV screen), then turn on the console. You'll see the title screen. At the bottom it says PRESS ANY KEY, so - press any key! Notice that pressing the keys marked FCTN and CTRL don't make anything happen. If you tried one of them, pick a different one.

Now the screen says:

1 FOR TI BASIC

_____ and if you have a game in the port it tells you to choose 2 to play the game. Pick 1, and the computer will say - READY.

Now type your name and press the ENTER key. And the computer will tell you you made a mistake! The message is INCORRECT STATEMENT. For the computer to put your name on the screen, you must tell the computer to PRINT.

So, type in PRINT YOUR NAME.

Did it print your name? No, it printed a zero if you used one name like PRINT KEN and it said INCORRECT STATEMENT if you used more than one name, like PRINT BOB SMITH. You are probably thinking now, "Boy! What a stupid machine!" And indeed YOU are the brains in this outfit! Your computer is looking for quotation marks =)" , and you need to look for them, too. They are on the front of the letter P. To get them on the screen, hold down the FCTN key and press P.

Let's try one more time for your name. Type this:

PRINT "YOUR NAME"

Now press ENTER. YEAH!!!! We did it! And now, you can make the computer print anything you want. Just use PRINT and quotation marks.

Before we end, we have to politely tell the computer goodbye. Just type the word BYE and press ENTER. There's the title screen again. Now turn off the console and then turn off the monitor.

See you next month!!!!

AUGUST 1988						
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28	29	30	31			
PUG MEETING						

SEPTEMBER 1988						
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- Cor. Sec. & NL Editor: Audrey Bucher 412-881-5244

- (C)(C)(C)(C)(C)(C) SCHEDULE OF EVENTS (C)(C)(C)(C)(C)(C)(C)
- 3:00-4:30 Questions and problems?
Bring them. Someone will provide the
Answers and Solutions.....Rm. 401
 - 4:30-5:30 Multiplan Class with Audrey.....Rm. 401
 - 6:00-? General Meeting
- (C)(C)(C)(C)(C)(C) SEE YOU THERE (C)(C)(C)(C)(C)(C)(C)

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