CLUB NEWS
By Gary Taylor

Our new software program is taking off nicely. If you recall, the club has decided to purchase new software and give it to a member. In exchange, the member will give a demonstration of the program as well as write an article for our newsletter. The member gets to keep the software.

The first program was "SGW," a character editing program distributed by Asgard Software. Mickey Schmitt will be giving the demo at a future meeting, and you should be reading about her impressions of the program in a future issue of the PERIPHERAL.

The second software package is "Disk of Horrors" by Ken Gilliand. George Dick has stepped up to the challenge of reviewing this package. He will be giving a demo at the March meeting. The package that I have for the next meeting is called "Mail Room." It is also distributed by Asgard. Mail Room 99/80 and 99/40 are databases designed for anyone who has a requirement for maintaining and manipulating large address and phone number files. So, if you are interested in this program, let me know at the February meeting.

FUNNELWEB

This month I will be continuing my class on FunnelWeb. Specifically, I will be showing you how to change the extended basic menu that first appears on your screen. If time permits, I will also show you how to change the other menus too. My class will begin at 4:00 PM. Mickey Schmitt will be continuing with her class on basic programming at 5:00 PM. This is a class for beginners and you can join in at any time without fear of being lost.

BBS NEWS

The club has purchased a Horizon RAM disk for the bulletin board system. This card allows me to use the souped up console with the 32K on the 16 bit bus. The speed of the board has improved quite a bit. I did have to move some files around though, to get everything to fit, and I have caused some features to fail. Xmodem transfers are the biggest losers at present. I am sure I will be able to figure it out, but it is taking me some time. I have been using "NEATlist" to help me diagnose the problem. It has been so helpful that I plan on giving a short demonstration of how I have been using it.

MIDI INTERFACE

The main demonstration will be on the new MIDI Interface. Rick Keppler will make the presentation which will include some original material. Rick has developed a delightful program that includes using his own electric guitar along with the music from the TI. I am sure you will enjoy seeing Rick's creative performance.

LIMA DISK

I just received a new disk in the mail from Charlie Good of the Lima User Group. It is a flippy that contains "Phantom of the Opera" on one side and an extensive set of utilities for managing DV80 files. I will have copies at the next meeting, and I will give a short demo on the program as well.

NEWSLETTER EDITOR

Word from the K-town 99'ers newsletter indicates that a new word processing editor is being written by Art Gibson. It is apparently modeled on his popular Newsletter Printer program. The article I read indicates that a dictionary will be part of the program. It will also have the ability to format a disk. How many times have you written an article, letter, etc. and then found that you did not have a newly initialized disk to save it on? The program will be offered by Asgard.
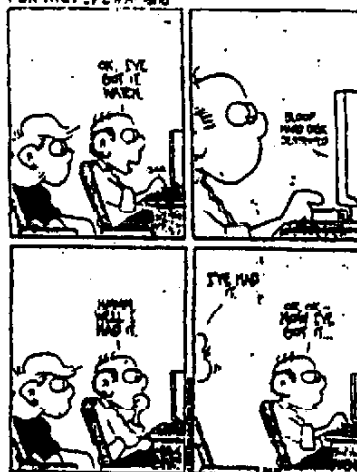
ARTIST CARDSHOP

Another new program is called "Artist Cardshop." Written by Paul Coleman in assembly over the past two years, it has features that include loading TI*-Artist fonts/pics without conversion, the ability to use four different fonts and eight different instances per card, and the ability to print on the back cover. The program also contains a border making program and comes with 25 pre made borders. It can be purchased directly from the author. Just send $20 + $1.50 for shipping and handling to Paul Coleman. 3971 S.E. Lincoln, Portland OR 97214.

*Editor's note: Copies of TI-Tax will be available at this month's meeting. This year's edition includes electronic filing.

Geneve

GEN-TRI
A review by Gary Kuehn

While in Chicago to attend the Chicago Faire in November, I purchased Gen-Tri, by Wayne Stith, from Berry Miller. This was one of my objectives when I planned the trip and also one of the first purchases I made there. I now report that the money was well spent as this is one of the finer programs written for the Geneve.

What more could a computer nut want but a three in one program, a Word Processor, a Disk Manager, and a Terminal Emulator all in one neat package. If you have a DSDD drive than the entire program fits on one disk.

As with all programs, there are pluses and minuses and in this four part review I will share the good and the bad as I see them. As the program is large and very powerful, not all aspects of the program will be discussed, but I will try to hit the high points.

And now, as Jackie Gleason said, "And away we go!"

Part one - Loading

Since the entire program resides on one DSDD disk, there are very few sectors left for extras. A small autoexec file is about all that will fit. I found that TIMODE is necessary, and RAMDISK 110 gives you a little room to save some files to RAM. If you have more memory, than a bigger ramdisk is possible. TIMODE is necessary for the program to load, although a ramdisk call is not. There is not enough room on the disk for EXEC, and it is necessary for the loading of the program; so it is important to have Exec on disk two and type: B:EXEC A:BOOT where "BOOT" is the file that loads the program.

The manual says that the program can also be loaded from the GPL mode using the Editor Assembler cartridge Option 5. Type DSK1.BOOT and the program will load.

Next wait while the screen goes black and for the next 70 seconds go and raid the fridge until the program finishes loading, yes, I said 70 seconds. I told you it is a big program.

At the main title screen, your choices are:
1. Terminal Emulator
2. Floppy Disk Manager
3. Word Processor
4. Configure system
5. Exit to Editor Assembler

Gen-Tri is easy to copy files to one disk or copy to hard disk, easy to use and easy to understand. So far all +'es.

Next month, using the Word Processor.

FROM THE LIBRARIAN

by Sue Harper

Here we are at the most diverse section of the library - that place where it goes if you don't know where it goes - the Miscellaneous section, section 8. I like this section, but also find it very confusing. Many of the disks that are here are here because they have many types of programs, and thus do not fit in any one category. For instance, a disk here might have a utility, a song and a game. If I never found the time to split the disk into three disks, it falls here. So, if you are looking for a program that obviously falls into one of the other categories, but you still can't find it, LOOK HERE!

Who knows, someday I may sort all these, and the MISC section will disappear. But then again, maybe I'll win the lottery and retire for life. Both highly unlikely, I suppose. . .

There are many interesting disks here, such as 8002, an Editor assembler disk that teaches morse code. Use EA#3 DSK1.CALLSIGN to load the program. 8004 has music, games, and report files. 8008 is a complete fitness plan. Use EA#3 to load.

All the supercart programs that we have are in this section. They all begin with MISCSC. All the disks begin with MISC in this section, the second SC strands for SuperCart. (Quick review: MISCPS means miscellaneous, Public Domain, Special Language. MISCPX means miscellaneous, public domain extended basic. M - originally from TI, S stands for Special, such as works with a module.)

8012 through 8016 is for those who would like to learn more about the language C. Editor Assembler is required. 8021 is for use with an 8K RAM cart. 8022 is just for fun. It has an extended basic autoload, and the object os to regain control over your computer. If you don't have this one, get it, it's great! 8030 will let you play chess over the modem with a buddy, 8032 has a tunnels of doom game, a keyboard test, and more.

There are 124 disks in this section, and as you can see, the variety that I told you about at the beginning is there. I am sure there is a disk that would have a place in your collection. Come on down to the meeting and see for yourself.

See you at the meeting. . . .

WRITING ARTICLES

by George Dick

Our Pittsburgh Users Group seems to always be looking for articles for the monthly newsletter, The PUG Peripheral. The question is "Why don't more members write articles?" I think the answer, other than shyness or feelings of inadequacy, may be that they don't know how to begin!

Where do you start? First, you can study the general format of your club newsletter. Read over old issues and pay attention to the articles that you enjoyed. Every club member does something better than anyone else, or maybe does more of it than anyone else. The tricks you have developed to make your favorite program work for you may be news to many other TI'ers, or perhaps you write programs tailored to your own special needs.

I write simple programs for my own needs and desires. Since I'm not doing it for money, but rather to enhance my own enjoyment of computing (or whatever it is you do with a computer other than work and play games), I work on what interests me. I get into lists (Christmas Card, phone and others), recipes, recreational activities, letter writing, educational programs, and games (I need a break now and them).

This short article was written in TI-WRITER format with margins set at 5 and 40 (net 35 columns). That eliminates the annoying window effect when you have to go back to see what you've written so far.

Another method I like is to use SUPERDISK as my main program disk to load Extended Basic, TI-WRITER, etc, and it retains the last file saved. If it is saved to the first auxiliary file only. File one holds superdisk, and the first auxiliary file will retain the last file saved. In my setup file 2 is not used, so it will save to file 3 only. It doesn't retain it in file 4, which is active on my setup. It happens, even though you leave TI-WRITER using FCTN 9 (QE) and reload TI-WRITER using the Formatter option.

As you can see, once you get started there are lots of little tips we can all share. Next month I will begin with a program that I wrote to keep track of scores at my bowling league. The newsletter will publish the program and a description of how and why each part was written. See you next month. . . . .
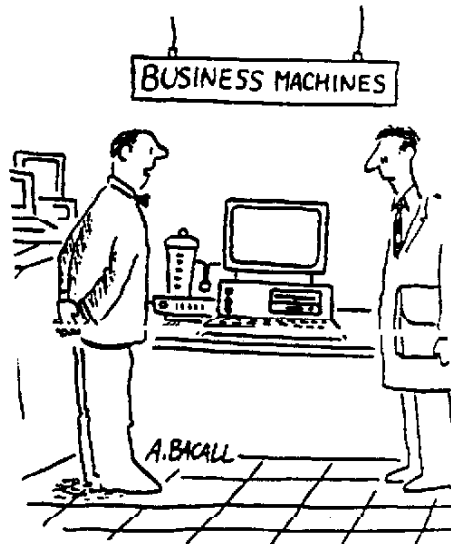
```
*******************************
          YOU CAN'T DO THIS
          Oh, Yes you can
          by John Briscoe
*******************************
```

By now most of us know about the Funnelweb TI writer trick about UPPERCASE or lowercase letters. You know - to change all the letters to UPPERCASE

just use CONTROL ';' and
holding down those keys will
run the cursor through the text
until you want to stop, and
changing all the lowercase to
UPPERCASE without affecting
anything else. And of course
the other way around by using
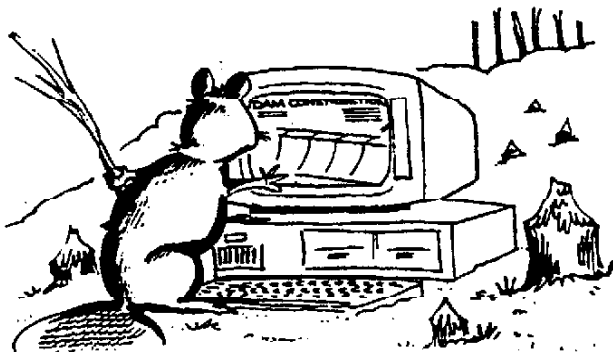CONTROL '.' to change UPPERCASE
to lowercase.

However - have you noticed
that Funnelweb will not allow
you to use lowercase letters in
a filename you are saving or
loading. You can pickup a
lowercase file name with SD but
you cannot enter one from the
command line. Now, the ONLY
characters that are not allowed
as filenames are space and '.'.
So why can't we enter them for
filenames of our TI writer
files? Of course we can! Just
write the filename and then
change the UPPERCASE letters
that you wish to lowercase
using CONTROL '.'.

Reprinted from "THE COMPUTER
BRIDGE" March 1991

"It's a combination word processor and food processor, in case you have to eat your words.

TIPS FROM THE TIGERCUB

No. 61

Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213

1 Aug. 1990

My stock of Tigercub Software catalogs is depleted and it would not pay me to reprint it. Therefore I have released all copyrighted Tigercub programs, except the Nuts & Bolts Disks, for free distribution providing that no price or copying fee is charged. All of my Tigercub programs have been added to my TI-PD library and are cataloged, by category, in Supplement #8.

My three Nuts & Bolts disks, each containing 100 or more subprograms, have been reduced to $5.00. If I run out of printed documentatiion, it will be supplied on disk.

My TI-PD library now consists of 419 disks of fairware (by author's permission only) and public domain, all arranged by category and as full as possible, provided with loaders by full program name rather than filename, Basic programs converted to XBasic, etc. The price is just $1.50 per disk(!), post paid if at least eight are ordered. TI-PD catalog #3 listing all titles and authors, is available for $1 which is deductible from the first purchase.

This little program won't do any of the fancy things that the sophisticated poster programs do, but it may do a few things they don't. First key in this fontmaker.

```
100 DISPLAY AT(3,1)ERASE ALL
:"Filename? DSK" :: ACCEPT A
T(3,14)BEEP:F$
110 OPEN #1:"DSK"&F$,OUTPUT
```

```
120 FOR J=32 TO 126 :: CALL
CHARPAT(J,C$):: CALL HEX_BIN
(C$,B$):: FOR K=1 TO 64
130 IF SEG$(B$,K,1)="0" THEN
CH$=CH$&CHR$(32)ELSE CH$=CH
$&CHR$(42)
140 NEXT K :: PRINT #1:CH$ :
: CH$="" :: NEXT J :: CLOSE
#1 :: STOP
150 SUB HEX_BIN(H$,B$):: HX$
="0123456789ABCDEF" :: BN$="
0000X0001X0010X0011X0100X010
1X0110X0111X1000X1001X1010X1
011X1100X1101X1110X1111"
160 FOR J=LEN(H$)TO 1 STEP -
1 :: X$=SEG$(H$,J,1)
170 X=POS(HX$,X$,1)-1 :: T$=
SEG$(BN$,X*5+1,4)&T$ :: NEXT
J :: B$=T$ :: T$="" :: SUBE
ND
```

This program reads the hex code of each character from ASCII 32 to 126, converts it to a 64-byte binary string of 0's and 1's, then changes each 0 to the blank ASCII 32 and each 1 to a printable character, and saves the result to a file of patterns to print characters 8 spaces wide by 8 spaces high.

The 42 in line 130 creates characters composed of asterisks. Change it to J and the characters will be composed of themselves - the A will be made up of A's. etc. Or, check your printer manual and substitute one of the special graphic symbols in ASCII 224 - 255.

The character patterns are designed from the hex codes in memory, so you can first merge in a reidentified char set such as a CHARA1 file or one of the fonts in my Nuts & Bolts disks or in my 127 Screen Fonts disk.

Create as many fonts as you want, then key in this poster maker program.

```
100 OPEN #1:"PIO",VARIABLE 1
36 :: PRINT #1:CHR$(27)&"@";
110 DIM CH$(94):: Q,H=1 :: W
,SP=8 :: D8$,SU$="N" :: D$,E
$="Y" :: GOTO 150
120 F$,CH$( ),J,Q$,M$,FLAG,OU
```

```
T$,A$,S,SS,PC$,H,T$,L,A,X,X,
T,X$( ),SK,ST,DD
130 CALL KEY :: CALL SOUND
140 !@P-
150 DISPLAY AT(3,4)ERASE ALL
:"QUICK & DIRTY POSTERS" ::
DISPLAY AT(5,7):"by Jim Pete
rson"
160 DISPLAY AT(12,1):"Font f
ile? DSK" :: ACCEPT AT(12,15
)BEEP:F$ :: ON ERROR 170 ::
GOTO 180
170 GOSUB 680 :: RETURN 160
180 OPEN #2:"DSK"&F$,INPUT :
: FOR J=1 TO 94 :: LINPUT #2
:CH$(J):: NEXT J :: CLOSE #2
:: GOTO 190
190 DISPLAY AT(3,1)ERASE ALL
:"Load download font? Y/N N"
:: ACCEPT AT(3,25)SIZE(-1)V
ALIDATE("YN")BEEP:Q$ :: IF Q
$="N" THEN 230
200 ON ERROR 210 :: DISPLAY
AT(3,1)ERASE ALL:"Filename?
DSK" :: ACCEPT AT(3,14):F$ :
: OPEN #2:"DSK"&F$,INPUT ::
GOTO 220
210 GOSUB 680 :: RETURN 190
220 LINPUT #2:M$ :: PRINT #1
:M$ :: IF EOF(2)<>1 THEN 220
ELSE CLOSE #2
230 IF FLAG=1 THEN 260 :: FL
AG=1
240 ON ERROR 250 :: DISPLAY
AT(3,1)ERASE ALL:"Output fil
e? DSK" :: ACCEPT AT(3,17):0
UT$ :: GOSUB 670 :: GOTO 260
250 GOSUB 680 :: RETURN 240
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA":"(2) ELITE":"(3)
CONDENSED":STR$(Q):: ACCEPT
AT(6,1)SIZE(-1)VALIDATE("12
3"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&"B"&CHR$(2):: GOSUB
640 :: GOTO 300
290 S=136 :: A$=CHR$(15):: G
OSUB 640
300 DISPLAY AT(3,1):"Char wi
dth 1, 6, 7 or 8? "&STR$(W):
: ACCEPT AT(3,26)SIZE(-1)VAL
IDATE("1678")BEEP:W :: SS=IN
T(S/W)
310 DISPLAY AT(3,1)ERASE ALL
:"double width? "&D8$
320 ACCEPT AT(3,15)SIZE(-1)V
ALIDATE("YN")BEEP:D8$
```

```
330 IF D8$="Y" THEN SS=INT(S
S/2):: S=S/2 :: A$=CHR$(27)&
"W"&CHR$(1):: GOSUB 640 ELSE
A$=CHR$(27)&"W"&CHR$(0):: G
OSUB 640
340 DISPLAY AT(3,1)ERASE ALL
:"Double-strike? "&D$ :: ACC
EPT AT(3,16)SIZE(-1)VALIDATE
("YN")BEEP:D$
350 IF D$="Y" THEN A$=CHR$(2
7)&"G" :: GOSUB 640 ELSE A$=
CHR$(27)&"H" :: GOSUB 640
360 IF Q<>1 THEN E$="N" :: G
OTO 380 ELSE DISPLAY AT(3,1)
ERASE ALL:"Emphasize? "&E$ :
: ACCEPT AT(3,12)SIZE(-1)VAL
IDATE("YN")BEEP:E$
370 IF E$="Y" THEN A$=CHR$(2
7)&"E" :: GOSUB 640 ELSE A$=
CHR$(27)&"F" :: GOSUB 640
380 IF D8$="Y" OR E$="Y" THE
N 410
390 DISPLAY AT(3,1)ERASE ALL
:"Superscript? "&SU$ :: ACCE
PT AT(3,14)SIZE(-1)VALIDATE(
"YN")BEEP:SU$
400 IF SU$="Y" THEN A$=CHR$(
27)&"S"&CHR$(0):: GOSUB 640
ELSE A$=CHR$(27)&"T" :: GOSU
B 640
410 IF W=1 THEN 430 :: DISPL
AY AT(3,1)ERASE ALL:"Spacing
? "&STR$(SP)&" /72"
420 ACCEPT AT(3,10)SIZE(-3)V
ALIDATE(DIGIT):SP :: IF SP>1
27 THEN 420 ELSE A$=CHR$(27)
&"A"&CHR$(SP):: GOSUB 640
430 PRINT #3:PC$;:: PC$="" :
: IF W=1 THEN 450
440 DISPLAY AT(3,1)ERASE ALL
:"Multiplied height? "&STR$(
H):: ACCEPT AT(3,20)SIZE(-1)
VALIDATE(DIGIT):H
450 DISPLAY AT(12,1)ERASE AL
L:"MAXIMUM LENGTH";SS;"LETTE
RS" :: LINPUT T$ :: L=LEN(T$
):: IF L>SS THEN 450
460 IF W>1 THEN 470 :: T$=RP
T$(" ",(SS-L)/2)&T$ :: PRINT
#1:T$ :: GOTO 510
470 FOR J=1 TO LEN(T$):: A=A
SC(SEG$(T$,J,1))-31 :: FOR K
=1 TO 57 STEP 8 :: X=X+1 ::
X$(X)=X$(X)&SEG$(CH$(A),K,W)
:: NEXT K :: X=0 :: NEXT J
480 T=(SS-L*W)/2
490 FOR J=1 TO 8 :: X$(J)=RP
T$(" ",T)&X$(J):: NEXT J
500 FOR J=1 TO 8 :: FOR K=1
TO H :: PRINT #1:X$(J):: NEX
```

```
T K :: NEXT J
510 DISPLAY AT(3,1)ERASE ALL
:"OK? Y/N Y" :: ACCEPT AT(3,
9)SIZE(-1)VALIDATE("YN")BEEP
:Q$ :: IF Q$="N" THEN 540
520 IF W=1 THEN PRINT #3:T$
:: SP=8 :: GOTO 600
530 FOR J=1 TO 8 :: FOR K=1
TO H :: PRINT #3:X$(J):: NEX
T K :: X$(J)="" :: NEXT J ::
 GOTO 600
540 FOR J=1 TO 8 :: X$(J)=""
:: NEXT J
550 DISPLAY AT(3,1)ERASE ALL
:"(R)edo last line?":"(S)tar
t over?":"Choice? R/S R" ::
ACCEPT AT(5,13)SIZE(-1)VALID
ATE("RS")BEEP:Q$
560 IF Q$="S" THEN 590 :: GO
SUB 650
570 CLOSE #3 :: OPEN #3:"DSK
"&OUT$,INPUT
580 LINPUT #3:M$ :: PRINT #1
:M$ :: IF EOF(3)()1 THEN 580
ELSE CLOSE #3 :: GOSUB 670
:: GOTO 620
590 CLOSE #3:DELETE :: GOSUB
 670 :: GOTO 620
600 DISPLAY AT(3,1)ERASE ALL
:"Skip how many lines? " ::
ACCEPT AT(3,22)VALIDATE(DIG
IT)BEEP:SK :: FOR J=1 TO SK*
8/SP :: PRINT #1 :: PRINT #3
:" " :: NEXT J
610 DISPLAY AT(3,1)ERASE ALL
:"More? Y" :: ACCEPT AT(3,7)
SIZE(-1)VALIDATE("YN")BEEP:Q
$ :: IF Q$="N" THEN CLOSE #3
:: STOP
620 DISPLAY AT(3,1)ERASE ALL
:"Load new font? N" :: ACCEP
T AT(3,16)SIZE(-1)VALIDATE("
YN")BEEP:Q$ :: IF Q$="Y" THE
N PRINT #1:CHR$(27)&"@" :: G
OTO 150
630 DISPLAY AT(3,1)ERASE ALL
:"Change codes? N" :: ACCEPT
AT(3,15)SIZE(-1)VALIDATE("Y
N")BEEP:Q$ :: IF Q$="N" THEN
 450 ELSE 260
640 PRINT #1:A$;:: PC$=PC$&A
$ :: RETURN
650 DISPLAY AT(3,1)ERASE ALL
 BEEP:"Set printer to top of
 page":"and press Enter"
660 CALL KEY(0,K,ST):: IF ST
=0 THEN 660 ELSE RETURN
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 136,APPEND :: RETURN
680 CALL SOUND(1000,110,0,-4
```

```
,0):: DISPLAY AT(23,1):"CANN
OT OPEN THAT FILE!" :: FOR D
O=1 TO 100 :: NEXT DO :: RET
URN
```

This program asks you for one of your font files. Next it allows you the option of downloading special characters to your printer, if you have such a file on disk Then you are asked for an output filename; this is necessary because the program rapidly uses up available string storage memory.

Then you are taken through the various printer options. You also have a character width choice of 1, 6, 7, 8. The normal screen font uses only 5 of the 8 pixels of width, so you can select a width of 6 or 7 to get more letters on a line. If your font file used a wider char set, be sure to allow for spacing. If you select 1, you will print a line in the normal printer font.

You are also asked for the line spacing, in 1/72" increments. Characters are normally 8 lines high, but you have the option to print each line multiple times for tall characters or, with closer line spacing, for denser print. Try 3/72" with superscript multiplied by 3, or 5/72" with a solid block graphic character with triple printing.

Finally, you are shown the maximum number of characters according to your options, from 5 double-width 8-wide to 22 compressed 6-wide; you input a line and see it printed. It will be automatically centered.

If you are satisfied with it, the line is saved to disk, you specify the number of lines (8/72" spacing) to skip, and you are taken thru the options (including a new font) for the next line. The previous selections become the default options, so you

can skip through quickly.

If the line is not satisfactory, you have the option of advancing the paper to the next page and reprinting the poster up to that point from the disk file and then continuing.

Now, here's the neat part. When you have finished your poster, you can print as many copies as you want. Just key in this program -

```
100 OPEN #1:"PIO",VARIABLE 1
36 :: PRINT #1:CHR$(27)&"@"
110 DISPLAY AT(12,1)ERASE AL
L:"Filename? DSK" :: ACCEPT
AT(12,14)BEEP:F$ :: OPEN #2:
"DSK"&F$,INPUT
120 DISPLAY AT(12,1)ERASE AL
L:"Load a download font? Y/N
 N" :: ACCEPT AT(12,27)SIZE(
-1)VALIDATE("YN"):Q$ :: IF Q
$="N" THEN 150
130 DISPLAY AT(12,1)ERASE AL
L:"Filename? DSK" :: ACCEPT
AT(12,14)BEEP:F$ :: OPEN #3:
"DSK"&F$,INPUT
140 LINPUT #3:M$ :: PRINT #1
:M$ :: IF EOF(3)()1 THEN 140
ELSE CLOSE #3
150 DISPLAY AT(12,1)ERASE AL
L:"How many copies?" :: ACCE
PT AT(12,18)VALIDATE(DIGIT):
N :: FOR J=1 TO N
160 DISPLAY AT(12,1)ERASE AL
L BEEP:"position paper, pres
s Enter"
170 CALL KEY(0,K,S):: IF S=0
THEN 170 ELSE CALL CLEAR
180 LINPUT #2:M$ :: PRINT #1
:M$ :: IF EOF(2)()1 THEN 180
```

You'll have to reposition the paper after each one.

The poster maker program was written for my Gemini 10X and I have not tried to offer options for other printers, since I don't have them available for testing. However, I think that these are the essential changes for the Epson standard.

```
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA":"(2) ELITE":"(3)
 COMPRESSED PICA":"(4) COMPR
```

```
ESSED ELITE":STR$(Q):: ACCEP
T AT(7,1)SIZE(-1)VALIDATE("1
234"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&CHR$(77):: GOSUB 640
 :: GOTO 300
290 IF Q=3 THEN S=132 :: A$=
CHR$(15):: GOSUB 640 ELSE S=
160 :: A$=CHR$(15):: GOSUB 6
40
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 160,APPEND :: RETURN
```

And these changes should make compressed elite available on the Gemini SG10 in Star mode.

```
260 DISPLAY AT(3,1)ERASE ALL
:"(1) PICA":"(2) ELITE":"(3)
 COMPRESSED PICA":"(4) COMPR
ESSED ELITE":STR$(Q):: ACCEP
T AT(7,1)SIZE(-1)VALIDATE("1
234"):Q
270 IF Q=1 THEN S=80 :: A$=C
HR$(18):: GOSUB 640 :: GOTO
300
280 IF Q=2 THEN S=96 :: A$=C
HR$(27)&"B"&CHR$(2):: GOSUB
640 :: GOTO 300
290 IF Q=3 THEN S=136 :: A$=
CHR$(15):: GOSUB 640 ELSE S=
160 :: A$=CHR$(27)&"B"&CHR$(
4):: GOSUB 640
670 OPEN #3:"DSK"&OUT$,VARIA
BLE 160,APPEND :: RETURN
```

Other modifications should be fairly easy. The variable S contains the maximum number of characters per line. In lines 310-400, the option is turned on if it is selected, turned off if it is not.

Almost out of memory,

Jim Peterson

TOURNAMENT SOLITAIRE

Reviewed by
Lynn Gardner

Tournament Solitaire, written by William Reiss and published by Asgard Software, is as addicitve as they come, at least for a card player.

Upon loading, you are presented a menu of seven different solitaire games. The games included are Golf, Pyramid, Klondike, Canfield, Calculation, Pile-Up, and Corners. This is a good selection of various types of solitaire games with different goals in each.

You can choose to play any one of these games or to play a tournament--to me the most challenging and addictive option. If you choose a single game, you can continue playing it over and over again or go back to the menu to choose another game at any time. If you choose tournament play, as you finish each game, the next automatically loads, until you have played all seven. You are then given a grand total of your scores from all seven games. You are then shown a scoreboard, where your top ten scores can be saved. These scores can also be viewed at any time from a menu option.

After playing for a few hundred hours and achieving some fairly high scores, it gets extremely challenging to get a score high enough to make the scoreboard. But you know you can do it, so you continue playing on...and on...and on...into the night. If you get really depressed over this, you can always clear your scores from the scoreboard and begin again, but a real competitor could never give up, could he?

Seven wins in a tournament would give a perfect score of 364. My ten best scores range from 277 to 289. I know others have undoubtedly done even better. I'd love to hear some top scores, although it will be your fault when I'm sitting bleary-eyed at the computer day after day, dirt piling up around me, determined to beat that score...just a few more games...

Tournament Solitaire is available for $14.95 plus $2.50 S&H from Asgard Software, P.O. Box 10306, Rockville, MD, 20849.

Happy Valentines Day from the Pittsburgh Users Group

THE PUG MEETS
ON THE 2ND SUNDAY OF THE MONTH
AT WHITEHALL BOROUGH COMMUNITY ROOM
100 BOROUGH PARK DRIVE
WHITEHALL, PA.

CLASSES BEGIN AT 3PM
GENERAL MEETING BEGINS PROMPTLY AT 6PM

FEB 1992
S M T W T F S
2
9 MEETING
16
23

MAR 1992
S M T W T F S
1
8 MEETING
15
22
29

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SCHEDULE

3-4PM Questions and Answers
4-5PM Funnelweb with Gary Taylor
5-6PM Extended Basic with Mickey Schmitt
6PM-? General Meeting

DUES $15/YR

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