



THE PUG PERIPHERAL



THE MONTHLY NEWSLETTER OF THE
PITTSBURGH USERS GROUP
DECEMBER 1993

TI NEWS By Gary Taylor

Last months meeting was special because we were able to offer a cache of P-boxes, 32k cards, speech synthesizers, and keyboards for the low, low price of \$5.00. These machines were given to us by one of the local schools after they replaced their TI systems with new Apple computers. I think we had 13 or 14 units available and they were all gone in a short time. I want to thank Frank Zic for going over to the school and picking up the equipment with the help of Emil Barca and transporting it to the meeting.

Since none of the P-boxes had disk drives or disk controller cards, I will be demonstrating how easy it is to install them at the meeting this month. Our newest member, Ed Mandich, will be bringing his expansion box and have them installed. This will upgrade him from a tape system to a disk system. So I am sure he will have a lot of questions about using a disk drive. I will doing this early in the afternoon.

The Christmas season is upon us and so I and the other officers of the Pittsburgh Users Group wish you all a very Merry Christmas and a Happy New Year. I will be bring my MIDI interface to the meeting and will demonstrate it's great music capabilities. I hope to find some good Christmas music and play it for you.

We will also have a few demonstrations of new software. Gary Kuehn has promised to demonstrate the "Disk of the Ancient Ones" by Ken Gilliland.

The new Funnelweb utility is also revealing more and more of its new functionality and it will be loaded and demonstrated during

the regular too. meeting.

Asgard Announcement

Chris Bobbit has announced the transfer of ownership of Asgard Software to Harry Brashear effective November 1, 1993. Chris founded Asgard Software to support or computer over 10 years ago. He will continue to support the hardware products that were sold through Asgard Peripherals that include the Asgard mouse, the AMS memory cards, Extended Basic III, and the cartridges. The following are the new addresses for dealing with the two entities.

Asgard Software
2753 Main Street
Newfane, NY 14108
716-778-9104

Asgard Peripherals
1423 Flagship Drive
Woodbridge, VA 22192
Order and Inquiries by Mail ONLY!

As Chris moves away from the TI computer, I would like to extend my thanks to him for all he has done during the past 10 years. His efforts to bring new programs and new products to the TI market are greatly appreciated. He is one of the reasons that our computer has survives for as long as it has. Chris would be the first to admit that he has been at the center of a few controversial issues. Yet, I have personally found him to honest and straight forward in his business. I wish him the best of luck in the future.

TO Earl Raguse - The 24k Data storage you are trying with "EXPMEM2" requires the MINI-MEMORY Cart.



WAR ON THE SEA
by Bodenmiller Computers
a review by Sue Harper
PUG Users Group

War On The Sea is an interesting game. It is indeed as advertised a shooting gallery type of game. Requirements include 32K, Extended Basic, a Disk System, and a joystick. Speech Synthesizer is optional.

The program autoloads, and you must leave the disk in drive one, because the game repeatedly accesses drive one for more information.

To play the game, use the Extended Basic Autoload, and after two title screens, one screen announcing that the game is from BC - Bodenmiller Computers, and another announcing the name of the game, the program asks if a speech synthesizer is in place, answer Y or N, and then it politely reminds you to put the Alpha Lock up. At this time the disk drive is activated and level one is loaded.

Level one is your first mission: "Your first mission is to fight off the huge fleet attacking Pearl Harbor. You will be by Hawaii." A map of the world is displayed as well as a close up of the area of conflict. When you are ready, press any key, the program again looks to the disk and loads level one. Using the joystick, you are to blow up the ships that cross the screen. They come from the right and the left, and speeds vary. You are awarded 200 points for each ship you sink.

The game is timed, but the timer is not displayed. When time is up the screen goes blank. If you have enough points, you are promoted from recruit up the ranks, and ultimately can become an Admiral.

How many points you need to move from level to level is also not revealed, but if you do not sink enough ships the screen turns black with storm clouds, lighting, and the messages "You are quickly sinking", "The end is near." Then as the sea rises to cover the screen the words "THE END" appear. The game reloads and you can try again.

Information that comes with the game states that "because this game is constantly saving data, DO NOT cover the write protect notch."

This game is well conceived and teaches a bit of World War history and Geography as well as entertaining. The sights of your gun move in the jerky fashion of XB games, and you cannot both move and fire. This caused me to miss many boats. Of course, I would miss lots of them anyway! The speech was difficult to understand, but the music and the graphics were good. The use of sprites for the boats was also well done. Anyone tired of "Frogger" will enjoy this change of pace.

War On The Sea is available from Bodenmiller Computers, 43 Monroe Street, Berea, Ohio 44017.

FROM THE LIBRARIAN. . .

by Sue Harper

Ah, the fickle winds continue to play havoc with everyone's plans - snow on Halloween, temperatures from the 20's through the 60's inside a 48 hour time span! Well, at least ONE thing remains constant - there's always something new at the PUG.

In November six disks were added to the library. This makes the total of disks added this year alone 106! And I DO still have some disks at home from the old PUG library, which as soon as I get some spare time (spare time? What's that???) I plan to run each file, see what works and get it in the library. Here's hoping for the December meeting, BUT no promises.

Of course, Gary keeps me busy, and other members are also making donations of programs to the library. I spoke with one member on the phone about a particular type of program that he would like to have. Unfortunately, we do not have what he wants, but he told me that he has done some programming, and if he can write one to fill the bill, he will gladly donate a copy to the library. Thanks in advance to Ralph Gardonis!

Anyone who has programs that are public domain or shareware, bring them on down to the meeting. We will trade you disk for disk, and you will have our undying gratitude.

By the way, the programs added in November include TI-CHIPS for use with TI-Base, the AEMS Development System (two disks), The Necromancer - a game, the Funnelweb v5 40 column editor to add to your Funnelweb v4.4, and from Harrison software for the programmer in all of us,

"The Ultimate Accept At" for programming in Extended Basic.

Well, that's all for now from here. Hope to see a BIG crowd at the next meeting, Dec. 12. DON'T DISAPPOINT US NOW!!!!!!!

See you at the meeting. . .

WHY DSKU REFUSES TO BOOT FW

DSKU v 4.2 was distributed by the Lima User Group with FW v4.40 and v4.31. There is an item on the main DSKU menu that says "Load FW". It usually doesn't work. The reason is that DSKU searches the drive you specify for a file named UTIL1 which is what the main Funnelweb title used to be called. The main Funnelweb file is now called FW.

It is easy to modify DSKU to boot FW every time you ask DSKU to "Load FW". Here's how. Use Fullelweb's Disk Review or other sector editor to search the third DSKU file (named either DW or DSKW for the ASCII text "UTIL1". You will find "DSK1.UTIL1". Change the UTIL1 to "FW" and put blank spaces over the IL1. Then change the screen display to Hex (CTRL/H if using Disk Review) and move the cursor to the left to the first appearance of "0A". This is at byte >DD in my file, DW. Change the 0A to 07 and write these changes back to disk (CTRL/W and then CTRL/A if using Disk Review). This change shortens the length of the text the computer expects to find since DSK1.FW is shorter than DSK1.UTIL1. DSKU will now properly boot Funnelweb when you select "Load FW" from DSKU's main menu.

By Charles Good, Lima User Group
Reprinted from Bytemonger.

COMMAND LAND #9
By Sue Harper
Pittsburgh Users Group

Last time we looked at BREAK, UNBREAK, CONTINUE, TRACE AND UNTRACE. There are a few more things to know about these programming helpers.

BREAK can be used outside or inside a program. Outside a program, have the program in memory, then type in:

BREAK 110

and then RUN <enter>. The program will run until it reaches line 110, and then stop. If you SAVE the program on disk or cassette, the BREAK command will not be saved because it is not part of the program.

Also the use of BREAK causes any CHAR commands (character redefinitions) to revert to their standard characters. If in a program you have used CALL CHAR to redefine a character, used BREAK and then CON (for CONTINUE), the CALL CHARS before the break will not be what you told them to be. Any CALL CHARS after the BREAKPOINT will be as you defined them.

If you use BREAK in a program and want to remove it, simply delete the line that the BREAK statement is in.

Now, this works too, but I don't quite know why one would do this:

```
10 CALL CLEAR
20 PRINT "MY NAME IS"
30 UNBREAK 40
40 PRINT "SUSAN HARPER"
50 STOP
```

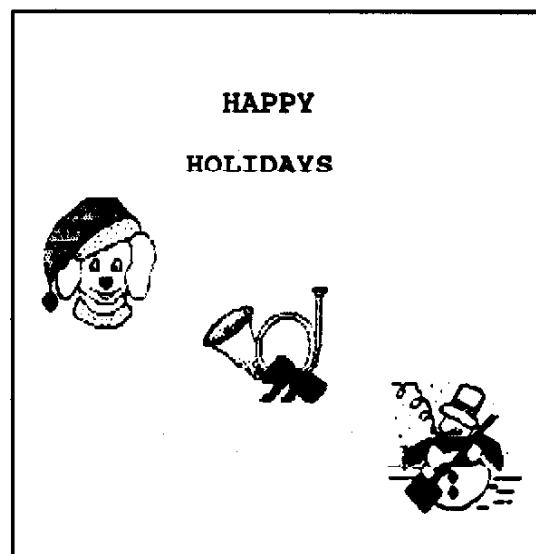
BREAK 40

RUN

Doing this tells the computer to stop the program just before executing line 40, but in the program, the statement to unbreak 40 will override the command break. In other words, you just told the computer yes and no at the same time. The default is what's in the program.

Last but not least, there is another way of breaking a program, and it works just as well, and is very useful if you do not know in advance where the problem might be. By RUNNING the program, and when you want to break the program press the FCTN key and the number 4 at the same time. This will stop the program, but not give you the line number unless you are using TRACE to follow "the action".

Well, enough of those I think. Next month, we will take a look at opening and closing things!



If you like program
 pay Tony McGovern
 215 Grinsell St.
 Kotara, NSW 2289
 Australia

FUNNELWEB EDITOR v5
 WHAT'S NEW
 by Jerry Keisler

Obtain Charles Good
 for \$2 PO Box 647
 from-> Venedocia OH
 45894

ADDED CHARACTER SET is in ALL CHARACTERS language mode. When using ALL CHARACTERS you can only print from the editor. Use PF. You must instruct your printer to use the IBM character set. Change files ED/AEH and EE/AEH to ED and EE for this mode. If you want to send a file with added characters to someone who may not have FW v5, first print file (PF) back to a filename using C DSKn.filename to strip the ADDED CHARACTERS.

ADDED EDIT MODE FUNCTIONS

- <c-Q> pages up like f-6.
- <c-A> pages down like f-4.
- <c-Z> moves cursor to end of current line.
- <c-H> shows first page of file.
- <c-J> shows last page of file.
- <c-B> breaks line in all modes, no cr's with enter like f-2.
- <c-R> rejoins what <c-B> broke. spaces and cr's trimmed from inserted material. <c-l> used immediately restores.
- <c-N> inserts new line.
- <c-F> freezes bottom of screen under cursor.
- <f-; > marks current cursor line. See <c-M> in command line.
- <f=> moves marked line to top of page. If confused goes to line 1.
- <c-O> returns to Original line after <f=>, RS and FS.

<c-, > toggles IBM 8 bit characters with a beep. Will not print thru formater. Set printer to IBM mode and use <PE> in command line. Use f-SDEX to move or spaces.

<c-, > + <c-u> adds more characters.

Added editor for assembler functions not covered here. But there are lot of improvements for E/A and C programers.

ADDED CHARACTER SET

ctrl-, set	
	one line
KEY	3 4 A B C D E Y Z @ ?
IBM	L T - J r L 1
	1 by 2 line
KEY	5 6 7 8 F G O P Q R S T U
IBM	n ± μ τ π μ L r
KEY	V W X @ = >
IBM	π + L U J
	two line
KEY	9 H I J K L M N ; : <
IBM	μ π ± τ = π μ
	blocks
KEY	0 1 2 ^ } \ ~
IBM	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
	greek
KEY	a b n i f c d e g h m j
IBM	β Γ ε η θ μ κ Σ σ τ ϕ ρ α
	math
KEY	l m q r s t u v w x + { } ,
IBM	∞ ø ± ≥ ≤ ∫ ∫ ÷ ∞ % √ 2 X
	others
KEY	! - # \$ % & ' " & ' * ()
IBM	! ú ñ ñ ñ ñ ñ ñ ñ ñ ñ ñ
KEY	. / z y p k
IBM	< > . . ≡ δ

ctrl-, + ctrl-u set	
KEY	C D E F N O ' @ G B H I J P
IBM	á á á ,á Á Á á ç ç é é é é
KEY	_ K L M S T U Y A V W Z X
IBM	f i i i ó ó ó ó ú ú ú ú
KEY	Q R { } ^
IBM	æ Å ö ¥ R

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 215 Grinsell St.
 Kotara, NSW 2209
 Australia

FUNNELWEB EDITOR v5
 WHAT'S NEW
 by Jerry Keisler

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 45894

We now have 3 editors: a new 7 bit editor (handles normal TI writer files), a new editor/assembler editor and an ALL CHARACTERS/EUROPEAN MODE using an 8 bit editor. 40 column editor covered here. 80 column system, I have non.

The new editor and formatter load into the current v4.4 Funnelweb system.

The system loads and saves files faster and in general operates faster.

ADDED COMMANDS FOR THE COMMAND LINE

The command line shows current line number being loaded, saved or printed.

<T > allows tabsets 1-3.
 <H > produces help screens that can be paged using <Q> and <A>. and exit using escape.
 <QQ> exits to Funnelweb. If you edited the file since the last save, you will be given a warning.
 <LT> LoadTemporary allows loading all or part of another file into the current file without changing the current filename. File may be marked in SD with <T>.
 <DP> allows the changing of the show directory printer name.
 <MK> Marks the file at the line number you indicate.
 <C-M> marks the file at the top line on the screen.
 <WC> lets you select a WildCard for FindString (FS) and ReplaceString (RS).
 < > blank line returns to the original exit point.
 <number> moves that line to the top of screen.
 <c-1> exits to the current top of page.
 <c-2> returns to the original exit point.

<c-Q> pages up.
 <c-A> pages down.
 <c-E> moves up one line.
 <c-X> moves down one line.
 <PF> PrintFile
 <P PIO> sends printer start codes.
 <Q PIO> sends printer stop codes.
 <P Q PIO> sends both, as configured.
 <F DSK1.0> saves DF/80 to DSK1.0.
 <A DSK1.F> appends to end of DV/80 file DSK1.F.
 <M DSK1.F> saves to DSK1.F in DF/128 using MS-DOS format.
 <U DSK1.F> as DF/128 in UNIX format.
 <RS/FS> ReplaceString FindString. use one, two or three numbers. 2 numbers = start and finish column.
 1 or 3 numbers, first = occurrences to skip.
 <c-O> returns to start position. Delimiter can be any key (-/ab etc). Delimiter can not appear in search string.
 <WC> wildcard can be any key.
 <SD> all new format. Also tells bytes left in editor.

PRINTED FROM EDITOR USING IBM CHAR SET & ALL CHAR EDITOR.
 Set KX-P1180 printer to c-u+f-r+c-u+t+c-u+s-A+f-r+c-u+6. FW v5 on Oct DOM.

BUGS 7 bit and all char: do not use RS with word wrap off. Have 3 or more lines at top when usin split screen c-F.

REPRINTED FROM PARIS NEWSLETTER

TIPS FROM THE TIGERCUB

No. 70

Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213
38888888

My three Mats & Bolts disks, each containing 100 or more subprograms, have been reduced to \$5.00 each. I am out of printed documentation so it will be supplied on disk.

My TI-PD library now has over 600 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 \$6 is available for \$1 which is deductible from the first order.

I still like to program "brain games". Here is one of the most devilish of all.

```
100 DISPLAY AT(2,3)ERASE ALL
:"THE FORE AND AFT PUZZLE:"
:" Try to get the numbers i
n the lower half and the
letters in the upper half
```

```
110 DISPLAY AT(8,1):" You ca
n move horizontally or vert
ically to the vacant square
or jump over one space t
o the vacant square,"
```

```
120 DISPLAY AT(12,1):"but nu
mbers can only move right
and down, letters can only
move left and up!" !programme
d by Jim Peterson
```

```
130 DISPLAY AT(16,1):" Type
the number or letter to mov
e or FCTN 8 to start over o
r FCTN 7 for a demo."
```

```
140 DISPLAY AT(20,1):" It ca
n be done in 46 moves but pr
obably not in more than 4
```

6 because you will getstuck.

```
150 DISPLAY AT(24,8):"PRESS
ANY KEY" :; DISPLAY AT(24,8)
:"press any key" :; CALL KEY
(0,K,9):; IF B=0 THEN 150
160 CALL CLEAR :; CALL COLOR
(0,16,16,3,16,5,4,16,5,3,16,
7,6,16,7,9,2,2,12,16,16):; C
ALL SCREEN(2)
170 A$=RPT$(***,9):; GOSUB 3
30 :; GOSUB 340 :; V$="12345
6789ABCDEF0" :; CHR$(1)&CHR$(6)
180 CALL CALLKEY(24,1,V$,C$)
:; V=ABC(C$)<65 :; IF C$=CHR
$(6) THEN GOSUB 330 :; GOSUB
340 :; GOTO 180
190 IF C$<>CHR$(1) THEN GOSUB
220 :; GOTO 180
200 GOSUB 330 :; GOSUB 340 :
: FOR M=1 TO 46 :; C$=BEG$(
A$7AC63CF607FBE633F21ABEH07D
354BED21CD6546H21H",M,1):; V
=ABC(C$)<65 :; GOSUB 220 :;
NEXT M
210 FOR D=1 TO 500 :; NEXT D
:; GOSUB 330 :; GOSUB 340 :
: GOTO 180
220 FOR J=3 TO 7 :; P=POS(M$
(J),C$,1):; IF P=0 THEN 230
ELSE X=J :; J=7 :; GOTO 240
230 NEXT J
240 IF V=-1 THEN 260 :; T=X-
1 :; GOSUB 290 :; IF F=1 THE
N F=0 :; RETURN ELSE T=X+2 :
: GOSUB 290 :; IF F=1 THEN F
=0 :; RETURN
250 T=P-1 :; GOSUB 310 :; IF
F=1 THEN F=0 :; RETURN ELSE
T=P+2 :; GOSUB 310 :; IF F=
1 THEN F=0 :; RETURN ELSE 28
0
260 T=X+1 :; GOSUB 290 :; IF
F=1 THEN F=0 :; RETURN ELSE
T=X+2 :; GOSUB 290 :; IF F=
1 THEN F=0 :; RETURN
270 T=P+1 :; GOSUB 310 :; IF
F=1 THEN F=0 :; RETURN ELSE
T=P+2 :; GOSUB 310 :; IF F=
1 THEN F=0 :; RETURN
280 CALL BOUND(500,110,0,-4,
0):; RETURN
290 IF SEG$(M$(T),P,1)<>"c"
THEN RETURN
300 M$(T)=BEG$(M$(T),1,P-1)&
C$&SEG$(M$(T),P+1,255):; M$(
X)=BEG$(M$(X),1,P-1)&"c"&SEG
$(M$(X),P+1,255):; GOSUB 340
:; F=1 :; RETURN
310 IF BEG$(M$(J),T,1)<>"c"
```

```
THEN RETURN
320 M$(2)=BEG$(M$(X),1,T-1)&
C$&BEG$(M$(X),T+1,255):; M$(
X)=BEG$(M$(X),1,P-1)&"c"&SEG
$(M$(X),P+1,255):; GOSUB 340
:; F=1 :; RETURN
330 M$(1),M$(2),M$(8),M$(9)=
A$ :; M$(3)="**123****" :; M
$(4)="**456****" :; M$(5)="
*789AB***" :; M$(6)="****CDE"
** :; M$(7)="****FGH***" :; R
ETURN
340 FOR J=8 TO 16 :; DISPLAY
AT(J,10):M$(J-7):; NEXT J :
: RETURN
350 SUB CALLKEY(R,C,V$,K$)
360 CALL MCHAR(R,C+2,30):; F
OR T=1 TO J :; CALL KEY(0,K,
9):; IF B<>0 THEN 390
370 NEXT T :; CALL MCHAR(R,C
+2,20):; FOR T=1 TO 3 :; CAL
L KEY(0,K,9):; IF B<>0 THEN
390
380 NEXT T :; GOTO 360
390 IF POS(V$,CHR$(K),1)=0 T
HEN 360 ELSE K$=CHR$(K)
400 SUBEND
```

I don't think this is very useful, but somebody asked me for it - it converts decimals to fractions.

```
100 CALL CLEAR :; CALL CHAR(
95,"000000FF")
110 DISPLAY AT(12,1):"Decima
l?" :; ACCEPT AT(12,10):D :;
T=1
120 IF INT(D)<>D THEN D=D*10
:; T=T*10 :; DISPLAY AT(14,
1):D :; DISPLAY AT(16,1):T :
: GOTO 120
130 DISPLAY AT(14,1):D :; DI
SPLAY AT(15,2):RPT$( "_",LEN(
STR$(T))) :; DISPLAY AT(16,1)
:T
140 FOR J=2 TO 5 STEP 3
150 IF D/J=INT(D/J) AND T/J=
INT(T/J) THEN D=D/J :; T=T/J :
: DISPLAY AT(14,1):D :; DIS
PLAY AT(16,1):T :; GOTO 130
160 NEXT J :; GOTO 110
```

Several years ago, John Hamilton wrote a program you could use to key in a program with TI-Writer, then merge it in, delete the "!" after each line number, and run it as a program. Its on-

ly problem was with lines of over 80 characters. Since then, better programs have been written - XLATE and TEXTLOADER - which do not require deleting anything but they still have some trouble with long lines and with missing spaces. This little version overcomes those faults but you do have to delete the "!".

Try keying in a program into the Funweb Editor, be sure to put a carriage return at the end of each program line. When finished, check each program line which has wrapped around to two lines. If the first character in that second line should be preceded by a space, insert a space as its first character. Then save the file with the PF option and run this little program. Enter MEN, merge in the output file by MERGE BSKn.filename, go through it with FCTN X and FCTN I deleting the "!" after each line number, and it should run as a program.

```
100 DISPLAY AT(12,1)ERASE AL
L:"Input file? BSK":;"Outp
ut file? BSK"
110 ACCEPT AT(12,16):A$ :; A
CCEPT AT(14,17):B$
120 OPEN #1:"BSK"&A$,INPUT :
: OPEN #2:"BSK"&B$,VARIABLE
163,OUTPUT
130 LINPUT #1:M$
140 IF POS(M$,CHR$(13),1)=0
THEN LINPUT #1:M2$ :; M$=M$
M2$ :; GOTO 140 ELSE M$=BEG$
(M$,1,LEN(M$)-1)
150 X=POS(M$, " ",1):; Y=VAL(
SEG$(M$,1,X-1))
160 PRINT #2:CHR$(INT(Y/256)
)&CHR$(Y-256)&INT(Y/256)&"*
"&BEG$(M$,X+1,255)&CHR$(0)
170 IF EOF(1)<>1 THEN 130 EL
SE CLOSE #1 :; PRINT #2:CHR$
(255)&CHR$(255):; CLOSE #2
```

I had a question from a friend who wanted to key in some pieces of information in Funweb and then sort

then. Trouble was, the data tended to be more than 80 characters long. Therefore it was saved as two or more separate records, which a sort scrambled into garboge.

So, how do you create and sort long records of varying length? The easiest way is to let the disk drive controller do it for you. Just type whatever you want, as long as you want, then save it as a separate file, using the first several letters of the text as the filename. Don't include any spaces or periods, of course. If you are using numbers as filenames, pad them with leading zeros to all the same length such as 001 to 999 or 0001 to 1000.

The drive controller will sort these files alphabetically, and this little program will print them in that sequence -

```
100 CALL CLEAR :: DIM F$(127)
110 OPEN #1:"DSK1.",INPUT ,RELATIVE,INTERNAL :: INPUT #1 :D$,A,B,C
110 INPUT #1:M$,A,B,C :: IF A=2 AND C=80 THEN X=X+1 :: F$(X)=M$
120 IF LEN(M$)<>0 THEN 110 ELSE CLOSE #1 :: OPEN #2:"PID"
130 FOR J=1 TO X :: OPEN #1:"DSK1."&F$(J),INPUT
140 LINPUT #1:M$ :: IF ASC(M$)<127 THEN PRINT #2:M$
150 IF EOF(1)<>1 THEN 140 ELSE CLOSE #1
160 NEXT J :: STOP
```

This method is limited by the fact that you can only put 127 files on a disk, but if you have more than one drive you can have 127 on each one, and use this program -

```
100 DISPLAY AT(12,1)ERASE ALL: "How many drives?" :: ACCEPT AT(12,18)SIZE(1)VALIDATE(NUMERIC):D :: DIM F$(310)
110 FOR J=1 TO D :: OPEN #1:
```

```
"DSK"&STR$(J)&".",INPUT ,RELATIVE,INTERNAL :: INPUT #1:D$,A,B,C
120 INPUT #1:M$,A,B,C :: IF A=2 AND C=80 THEN X=X+1 :: F$(X)=M$&STR$(J)
130 IF LEN(M$)<>0 THEN 120
140 CLOSE #1 :: NEXT J :: CALL LONGSHELL(X,F$(1)):: OPEN #2:"PID"
150 FOR J=1 TO X :: M=POS(F$(J),"$",1)
160 OPEN #1:"DSK"&SE$(F$(J),M+1,1)&". "&SE$(F$(J),1,M-1)
170 LINPUT #1:M$ :: IF ASC(M$)<127 THEN PRINT #2:M$
180 IF EOF(1)<>1 THEN 170
190 PRINT #2:"" :: CLOSE #1 :: NEXT J
200 SUB LONGSHELL(N,M(1))
210 D=M
220 D=INT(D/3)+1 :: FOR I=1 TO M-D :: IF M(I)<=M(I+D) THEN 250 :: T=M(I+D) :: J=1
230 M$(J+D)=M$(J) :: J=J+D :: IF J<1 THEN 240 :: IF T<M$(J) THEN 230
240 M$(J+D)=T
250 NEXT J
260 IF D>1 THEN 220
270 SUBEND
```

A recent article in a newsletter reminded me of something I knew long ago but had forgotten. If you have been entering a lot of data into a disk file and the program crashes, all is not lost. Just enter CLOSE #1 in command mode and your data will be saved. If you get a FILE ERROR message, just try CLOSE #2 and so on until you hit the right one.

Many user group newsletter editors use a program that puts a code on the address label to indicate when membership expires. Trouble is, no one ever reads their address label!

This quick & dirty little program requires you to prepare your address file in TI-Writer or Funnelweb with name on first line, address on second, city and state on

third, the fourth line blank or you can use it for additional address, number of expiration month on fifth line and year on sixth. Continue with other addresses, making sure you use six lines for each. Such a file is easy to update with TI-Writer. The program will read addresses from that file and print an address label for everyone whose membership has not expired. It will also optionally print a warning label, which you can slap conspicuously on the front page of the newsletter, if the subscription currently expires or expires next month. If you give a grace period for renewal, you can choose to print an address label and a warning label for those who are one month or two months overdue.

```
100 DISPLAY AT(1,4)ERASE ALL: "REMINDER LABEL PRINTER"
110 DISPLAY AT(3,1): "Address file? BSK" :: ACCEPT AT(3,1)B:IF B :: OPEN #1:"DSK"&F$,INPUT
120 DISPLAY AT(5,1): "Printer ? PID" :: ACCEPT AT(5,10)S:IE(-20):P$ :: OPEN #2:P$
130 DISPLAY AT(6,1): "Emphasis 2nd print? (Y/N)" :: ACCEPT AT(6,25)VALIDATE("YN")SIZE(1):E$ :: IF E$="Y" THEN PRINT #2:CHR$(27)&"E";
140 DISPLAY AT(7,1): "Doublets truck print? (Y/N)" :: ACCEPT AT(7,27)VALIDATE("YN")SIZE(1):D$ :: IF D$="Y" THEN PRINT #2:CHR$(27)&"B";
150 DISPLAY AT(9,1): "Print pending expiration notice? (Y/N)" :: ACCEPT AT(10,15)SIZE(1)VALIDATE("YN"):PENDE
160 DISPLAY AT(11,1): "Print current expiration notice? (Y/N)" :: ACCEPT AT(12,15)SIZE(1)VALIDATE("YN"):CUR$
170 DISPLAY AT(13,1): "Print past expiration notice? (Y/N)" :: ACCEPT AT(14,15)SIZE(1)VALIDATE("YN"):PAST$
180 DISPLAY AT(15,1): "Print two months past expira-
```

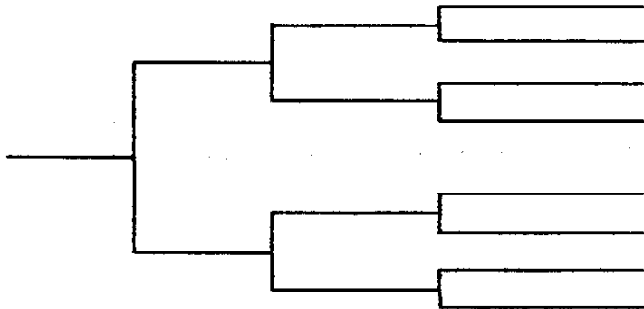
```
tion notice? (Y/N)" :: ACCEPT AT(16,26)SIZE(1)VALIDATE("YN"):PAST2$
190 DISPLAY AT(18,1): "Current year?" :: ACCEPT AT(18,15):Y :: Y=Y+(Y>99):$1900 :: Y=-92
200 DISPLAY AT(20,1): "Number of month?" :: ACCEPT AT(20,18)VALIDATE(DIGIT):M :: X=M+Y$12
210 IF EOF(1)=1 THEN 330 :: LINPUT #1:A$ :: IF ASC(A$)=128 THEN 330
220 LINPUT #1:B$ :: LINPUT #1:C$ :: LINPUT #1:D$ :: INPUT #1:M,Y :: Y=Y+(Y>99):$1900 :: Y=Y-92 :: M=M+Y$12
230 IF M>X THEN GOSUB 280
240 IF M=X AND CUR$="Y" THEN GOSUB 290 :: GOTO 210
250 IF M=X+1 AND PENDE$="Y" THEN GOSUB 300 :: GOTO 210
260 IF M=X-1 AND PAST$="Y" THEN GOSUB 280 :: GOSUB 310 :: GOTO 210
270 IF M=X-2 AND PAST2$="Y" THEN GOSUB 280 :: GOSUB 320 :: GOTO 210 ELSE GOTO 210
280 PRINT #2:A$:B$:C$:D$: "" :: RETURN
290 PRINT #2:A$: "YOUR SUBSCRIPTION EXPIRES THIS MONTH. PLEASE RENEW NOW SO YOU'LL NOT MISS ANY ISSUES!" :: RETURN
300 PRINT #2:A$: "YOUR SUBSCRIPTION EXPIRES NEXT MONTH. PLEASE RENEW NOW SO YOU'LL NOT MISS ANY ISSUES!" :: RETURN
310 PRINT #2:A$: "YOUR SUBSCRIPTION EXPIRED LAST MONTH. PLEASE RENEW NOW SO YOU'LL NOT MISS ANY ISSUES!" :: RETURN
320 PRINT #2:A$: "YOUR SUBSCRIPTION EXPIRED TWO MONTHS AGO! THIS WILL BE YOUR LAST ISSUE! UNLESS YOU RENEW PROMPTLY!" :: RETURN
330 CLOSE #1 :: END
```

Memory just about full -

Jim Peterson

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* Personal Record Keeping is required for our PRKBASE data base.

* TI-Base is required for our IIBBASE data base.

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

DEC 1993	
S M T W T F S	
5	
12	MEETING
19	
26	

JAN 1994	
S M T W T F S	
2	
9	MEETING
16	
23	
30	

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

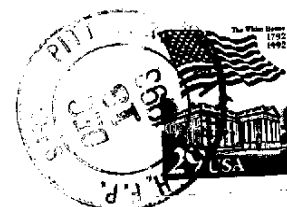
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V Pres:	Rick Keppler	412-941-3559
Treas:	Art Gardner	412-835-4304
Rec Sec:	George Dick	412-793-5834
Librarian:	Susan Harper	412-464 0525
Paper Lib:	Tom Puhatch	412-885-3183
Cor. Sec.:	Gary Taylor	412-341-6874
NL Editor:	Audrey Bucher	412-881-5244

SCHEDULE	
3PM....SET UP	
4PM....HARDWARE DEMO--INSTALLING DISK DRIVE IN PBOX	
6-8PM MEETING	
MIDI MUSIC DEMO	

DUES \$15/YR



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