(036) PUNN 8703

WORDPLAY MARCH 1987

WHAT'S INSIDE

Until a couple of years ago your TI 99/4A computer was not considered when it came to desk top publishing. But now with some of the new software packages combined with TI Writer you can come up with a respectable document.

Asgard Software has produced "Font-Writer" and used in conjunction with TI-Writer you can combine text with graphics. Several of our members have purchased this program and the club has placed a copy in the hands of your newsletter editor. I have used it but need more time to fully explore its full potential.

When I review the various newsletters sent to us from the different user groups I see a steadily improving quality in both content and appearance. This comes from the experience in designing these bulletins. We have in our grasp a powerful tool unavailable a few years ago.

In the next meeting or so we plan to have a workshop that will explore the features of some of this software so you can use it for your own needs.

This year we expect to see many changes in the TI environment. New software, the new computer and enhancements for the present console. It is great to see the efforts of all who participate in the workshops, programs, BBS and other activities that are making our group a real solid foundation for using the TI-99/4A.

Charles Ball
--WordPlay Editor
- + -

MARCH WORKSHOP

Two interesting workshops will take place at the March meeting. Keith Fast will continue his discussion on PR Base which began earlier this year. (see elsewhere in this issue a discussion of PR Base)

Al Kinney will review the use of FastTerm. There are many little features of FastTerm that may have escaped the user and you will benefit from this discussion.

PR BASE EXPLAINED

Version 2.0 of William Warren's PRBASE is much improved over the original version. Not that it was all that bad. Just that some little quirks were fixed up and the whole program is much easier to understand and use.

We have had a nice demonstration of some of the uses at a recent workshop by Keith Fast and this article will follow up on some of those techniques along with some others.

The most important changes are in the Create portion of the program. When you select this area you are greeted with a menu of eight selections.

Option one is Select Data Drive. With this option you can make drive 1-5 your data drive.

Option two allows you to format a data disk as either single or double sided. Single sided will hold 350 records and double sided will hold 710 records. In either case 10 sectors are required for disk management.

Option 3 is your Design Data Screen. The procedures to set up this screen are about the same as the original version. When you have designed your screen you can print out the data screen which will you when you want to design your labels and reports. At the end of this option you input the data disk name and your output device such as PIO if you have a parallel printer. Make sure that you enter FCTN 3 (ERASE) before entering your printer name. Any characters not required will cause and output device error when accessing your printer.

The next option is designing Tabular Reports. Here's where the improvements from the original program are really noticeable. You can design five reports and the good news is that if one doesn't come out right on the first try you can go back and fix it without redoing the entire report. After you select the report number you want to design, you can select 80 or 132 column format, the number of lines in the report, and the report title. Next you enter in ASCII the control codes you want, up to 6. If you have a Gemini for instance you could enter 15 27 78 10 to get condensed print for a 132 column report. This code would also skip over the paper perfs if you had a long report. After you have entered the control codes you reach a screen titled Report Format Design. Here you can see the location and size of each field in the data screen. At the bottom you enter the Log Device, again such as PIO and you can print this screen if you wish. The next screen, titled Design Tabular Report, is where you actually design the report itself.

The first 16 fields are automatically here when you arrive and you must move them around, delete some and add others. You need to enter the screen location, number of characters, report line, and column position for each item in the report. When you have done this you can also print out this screen to check your work. When you are finally satisfied with your design you can press FCTN 6 (PROCEED), and the data fields are initialized. When this is done you will see the number of lines used and the number of lines desired. Press enter and you reach a screen titled Enter Column Header . It shows the starting position of each field in the report with a caret ( ) so you know where to place your headings. A caution here, as you only have 84 characters (12 sets of 7) available so use abbreviations as necessary. When you finish labeling your headings press enter and your report is saved on your data disk. To change it just go through the process again and make your desired changes on the design screen.

Option 5 allows you to design your mailing labels. It is quite similar to the report design option but shorter. Here you choose the number of lines and set the locations for the data. Then the data fields are initialized and the format is saved. Again you can go back and change it later if you want to.

Option 6 is used to set printer control codes. You can set five sets of control codes for your printer up to six ASCII characters long. You select number between 1 and 5, enter the text for the code, (for example: condensed) and then enter that code. You then have the option of saving it to disk. These are accessed through the C Command in the data management part of the program.

Option 7 is Setup Options. Here you can set the data disk name, printer name, single or double sided disk, and set the left and right tabs for two-across labels. A zero for the right tab will print single labels. Finally, Option 8 is exit and that should need no explanation.

There are only a few changes on the management side of the program. The first is that if you can't remember the name of your data disk, you can enter D=n?, n being the drive your data disk is in, and it will read the data regardless of the disk name. If you enter N from the menu for record number, the highest record number will appear as a default value. When Editing you no longer have to keep pressing enter to get the cursor through the entire screen. When you are done editing ,just enter FCTN 6,(PROCEED), and the edited record will be saved to disk. You now can print reports in 80 or 132 columns. Mailing labels can be printed one across or two across, and C on the menu now lets you select the control codes for your printer. So, if you want to print a report in condensed print and it normally does not, you can do it be selecting condensed print here. You have the five selections you set up earlier or you can enter one manually at this time.

A selective search has now been added which you can implement by entering Y at the prompt in the Options area. Here you can index by name, for example and a string in another field. You could for instance Index by name and then select another field such as a Zip code and list all persons with a particular code.

This new version of PRBASE has a set of UTILITIES included that were written by John A. Johnson and they are excellent. They contain a menu with the following options: Copy Database Header (sectors 1-9), COPY a Group of Records, Copy a Single Record, Search and Select Records, Sort and Rewrite to Copy, Configure Drives, and Exit Program. Most of these are self-explanatory and all are covered in the DOCs that come with the program. These utilities and their DOCs are now included on the disk with PRBASE.

(EDITORS NOTE: I use this program in preparing the print out labels for the bulletin and also for the letters that go out advising those members when their dues are due. Our previous bulletin editor, Duane Goodman wrote the design, showed me how to use it and I have nothing but praise for it. ccb)

CLUB NEWS & VIEWS

Terry Priest is your new Membership Chairman. He will be assist in maintaining an up-to-date membership roster and will send out a letter to members reminding them when their dues are due.

It was decided at the February Board meeting that the club would pursue a study of holding a TI Fair this summer. Crickett Raybern will head up the committee but will certainly need the help of many others to ensure a sucessful event.

Don Barker our Secretary was taken to the hospital with, at the time of this writing, an undiagnosed high fever. We wish him well and hope he will recover soon.

Treasurer Mike King reports the club finances healthy. We are operating in the black and gaining each month. Your purchases from the club software library along with prompt payment of dues helps keep our finances in good shape.

This month the Editor had an excellent input from members that aided in producing the newsletter. He reminds you that you are most welcome to contribute articles, programs and other information that would be of interest to the membership.

FAST TYPER

```
100 ! FASTYPER WRITTEN BY
      BRENDA BUNNER
110 ! THIS IS A SUPER SIMPLE
      WIDE PRINTING PROGRAM
      WHEN YOU DON'T WANT TO
      GO TO THE TROUBLE OF
      USING TI WRITER.
120 ! IN THIS PROGRAM YOU
      TYPE IN A LINE, MAKE
      NECESSARY CHANGES
      BEFORE ENTERING AND
      THEN PRINT THE LINE.
130 CALL CLEAR
140 DISPLAY AT(10,1):"FASTYP
ER BY BRENDA BUNNER"
150 FOR DEL=1 TO 250 :: NEXT
 DEL
160 CALL CLEAR
170 OPEN #1:"PIO.CR"
180 PRINT "        PRINTER S
ET-UP                ROUTINE
"
190 PRINT :: PRINT
200 PRINT #1:CHR$(27);"@";
210 PRINT :: PRINT "FONT SIZ
E:                   <1> EN
LARGED               <2> PI
CA"
220 PRINT "  <3> ELITE
             <4> CONDENSED
             <5> SUPER CONDE
NSED"
230 INPUT SZ
240 ON SZ GOSUB 930,840,870,
900,960
250 PRINT :: PRINT " ########
####################"
260 PRINT " $ENLARGED
   40 MAX$  $PICA
   80 MAX$  $ELITE
   96 MAX$"
270 PRINT " $CONDENSED
  136 MAX$  $SUPER-CONDENSED

  136 MAX$"
280 PRINT "##################
##########" :: PRINT
290 PRINT :: PRINT " PAGE WI
DTH (EX. 80)? " :: INPUT COL
300 PRINT :: PRINT "DARKNESS
 OF LETTERING:       <1> RE
GULAR                <2> DO
UBLE-STRIK"
310 INPUT DARK
320 ON DARK GOSUB 1010,1040
330 PRINT :: PRINT "LETTERIN
G STYLE:             <1> RE
GULAR                <2> IT
ALICS"
340 INPUT STYL
350 ON STYL GOSUB 1070,1100
360 PRINT :: PRINT "FONTS:
                     <1> US
A                    <2> SP
ANISH
                     <3> FR
ENCH"
370 INPUT FONT
380 ON FONT GOSUB 1130,1160,
1190
390 !MAIN TYPING & PRINTING
ROUTINE
400 CALL CLEAR
410 REM
420 Z$=" " :: A$=" " :: X=0
:: ZZ$=" " :: AA$=" "
430 PRINT :: PRINT :: PRINT
440 PRINT "(type '*' to go b
ack to      printer set-um m
enu)"
450 PRINT "(type 'END' to st
op program)" :: PRINT
460 PRINT "   type message:
" :: PRINT
470 LINPUT A$
480 IF A$="*" THEN 180
490 IF A$="END" THEN STOP
500 X=LEN(A$)
510 IF X>COL THEN 520 ELSE 6
60
520 Z$=SEG$(A$,1,COL)
530 IF SEG$(A$,COL+1,1)=" "
THEN 570
540 FOR Y=COL TO 1 STEP -1
550 IF SEG$(Z$,Y,1)=" " THEN
 ZZ$=SEG$(Z$,1,Y):: Z$=ZZ$ :
: GOTO 570
560 NEXT Y
570 PRINT :: PRINT :: PRINT
580 PRINT Z$ :: PRINT LEN(Z$
)
590 PRINT :: PRINT "   press
 <R> to re-type line
 <P> to print line"
600 CALL KEY(0,K,S):: IF S=0
 THEN 600
610 IF K=80 THEN 820
620 IF K=112 THEN 820
630 IF K=114 THEN 410
640 IF K=82 THEN 410 ELSE 60
0
650 GOTO 470
660 PRINT :: PRINT TAB(3);X;
"characters so far"
670 PRINT :: PRINT "   press
 <A> to add to line
 <P> to print a line"
680 PRINT :: PRINT :: PRINT
690 CALL KEY(0,K,S):: IF S=0
 THEN 690
700 IF K=65 THEN 760
710 IF K=97 THEN 760
720 IF K=80 THEN Z$=A$
730 IF K=112 THEN Z$=A$
740 IF K=112 THEN 820
750 IF K=80 THEN 820
760 PRINT :: PRINT "type add
ition to this line" :: LINPU
T AA$
770 Z$=A$&AA$
780 A$=Z$
790 X=LEN(A$)
800 PRINT :: PRINT Z$
810 GOTO 500
820 PRINT #1:Z$;CHR$(10);CHR
$(13)
830 GOTO 410
840 !PICA SET-UP
850 PRINT #1:CHR$(27);CHR$(6
6);CHR$(1);
860 RETURN
870 !ELITE SET-UP
880 PRINT #1:CHR$(27);CHR$(6
6);CHR$(2);
890 RETURN
900 !CONDENSED SET-UP
910 PRINT #1:CHR$(27);CHR$(6
6);CHR$(3);
920 RETURN
930 !ENLARGED PRINT MODE
940 PRINT #1:CHR$(27);CHR$(8
7);CHR$(1);
950 RETURN
960 !SETS SUPER CONDENSED MO
DE
970 PRINT #1:CHR$(27);CHR$(8
3);CHR$(0)
980 PRINT #1:CHR$(27);CHR$(4
9)
990 PRINT #1:CHR$(15)
1000 RETURN
1010 !SET RUGULAR DARKNESS
1020 PRINT #1:CHR$(27);CHR$(
72);
1030 RETURN
1040 !SETS DOUBLE-STRIKE MOD
E
1050 PRINT #1:CHR$(27);CHR$(
71);
1060 RETURN
1070 ! REGULAR FONT
1080 PRINT #1:CHR$(20);
1090 RETURN
1100 ! ALTERNATE FONT
       ITALICS
1110 PRINT #1:CHR$(27);CHR$(
52);
1120 RETURN
1130 ! USA FONT
1140 PRINT #1:CHR$(27);CHR$(
55);CHR$(0);
1150 RETURN
1160 ! SPANISH FONT
1170 PRINT #1:CHR$(27);CHR$(
55);CHR$(4);
1180 RETURN
1190 ! FRENCH FONT
1200 PRINT #1:CHR$(27);"R";C
HR$(1);
1210 RETURN
```

FASTYPER

Here's a little program that will allow you to use your printer as a word processor without the bother of entering TI Writer or some similar program. Enter the program and follow the prompts.

- + -

DISK MAILING LABELS

With this program you will be able to print out three labels when you want to send someone a disk in the mail. The program provides a warning label, your return address and another label to whom you mail the disk.

- + -

(These two programs as well as others appearing in this issue of Word Play will be available in the PUNN Library.)

DISK MAILING LABELS

```
100 !MAIL$LABEL
110 !VERSION XB.1.0
120 !OCT 85
130 !By Jim Swedlow
140 !
150 DIM E$(5):: OPEN #1:"PIO
" :: PRINT #1:CHR$(18);CHR$(
15);
160 DISPLAY AT(8,10)ERASE AL
L BEEP:"MAIL$LABEL": :"Press
 For": :" 1   Address Label
":" 2   Custom Label":" 3
  Warning Label":" 4   End"
170 CALL KEY(3,K,S):: IF S<1
 OR K<49 OR K>52 THEN 170 ::
 IF K=50 THEN 190 :: IF K=52
 THEN 240 ELSE IF K=49 THEN
RESTORE 290 ELSE RESTORE
180 FOR I=1 TO 5 :: READ E$(
I):: NEXT I :: GOTO 200
190 DISPLAY AT(10,1):"Input
Label lines": : : : : : : ::
 FOR I=1 TO 5 :: ACCEPT AT(I
+11,1)BEEP:E$(I):: NEXT I
200 DISPLAY AT(18,1):"How ma
ny labels? 9" :: ACCEPT AT(
18,19)SIZE(-2)VALIDATE(DIGIT
)BEEP:N$ :: IF N$="" THEN 20
0 :: S=VAL(N$)
210 DISPLAY AT(10,1): : : :"
        Printing": : : : :
220 FOR I=1 TO 5 :: FOR K=1
TO 5 :: PRINT #1:CHR$(14);E$
(K):: NEXT K :: PRINT #1: :
:: NEXT I
230 FOR I=1 TO 5 :: E$(I)=""
 :: NEXT I :: GOTO 160
240 PRINT #1:CHR$(18);:: CLO
SE #1 :: CALL CLEAR :: STOP
250 DATA "       FIRST CLASS
"
260 DATA "     MAGNETIC MED
IA"
270 DATA DO NOT BEND * DO NO
T X-RAY
280 DATA DO NOT EXPOSE TO MA
GNETISM
290 DATA ,Your Name
300 DATA Street Address
310 DATA "City, CA 90zip",
```

```
**********************************************
*                                            *
*    Murphy's Rule:                          *
*                                            *
*        The chances of being seen are       *
*    dramatically increased by not           *
*    wanting to be seen.                     *
*                                            *
**********************************************
```

FOUR COLOR CHALLENGE

This months game is a puzzle called 4COLORS. The program demonstrates the use of stationary sprites and a one-dimensional array to hold the color of the sprites.

When the program is first RUN, it will scramble the starting position. The objective is to put all four colors -- red, white, blue, and green -- in each of the first four rows. The J and K keys are used to select the column for changes, and the S, D, E, and X keys move colors within a column. Press Q to quit at any time, although your position will not be saved.

At the end of each of the first four rows is the number of different colors in that row. When all four numbers are 4's, you will have found the solution. It can be done.


```
100 REM 4-COLORS
110 REM TI-4A EXTENDED BASIC
120 REM WESLEY R RICHARDSON
130 REM BLUEGRASS COMPUTER S
OCIETY
140 REM VARIABLES C(),K,L$,P
,Q,S,T,
150 DIM C(24)
160 CALL CHAR(92,"3030303030
303030")
170 CALL CHAR(93,"3030303030
303030")
180 CALL CHAR(94,"3030303030
303030")
190 CALL CHAR(95,"00000000FF
FF0000")
200 CALL CHAR(96,"183C7F1818
1818")
210 CALL CHAR(100,"FFFFFFFFF
FFFFFFFFFFFFFFF00000000F0F0F
0F0F0F0F0F0F0F0F0F000000000"
)
220 CALL CLEAR
230 CALL SCREEN 12)
240 CALL MAGNIF:(4)
250 RANDOMIZE
260 FOR Q=1 TO 24
270 READ C(Q)
280 NEXT Q
290 FOR P=0 TO 18 STEP 6
300 FOR Q=1 TO 6
310 CALL SPRITE(#(Q+P),100,C
(Q+P),32*(Q-1)+1,32*P/6+9)
320 NEXT Q
330 NEXT P
340 CALL VCHAR(1,19,94,24)
350 CALL VCHAR(16,2,95,17)
360 CALL HCHAR(19,20,95,11)
380 CALL HCHAR(19,19,93)
390 CALL HCHAR(24,3,96)
400 FOR Q=1 TO 11
410 READ I$
420 DISPLAY AT(2*Q,18):I$
430 NEXT Q
440 T=0
450 P=0
460 REM MAIN LOOP
470 GOSUB 1330
480 IF T<26 THEN 520
490 GOSUB 1380
500 REM GET INPUT
510 IF T>25 THEN 570
520 IF T=2*INT(T/2)THEN L$="
SCRAMBLE" ELSE L$=""
530 DISPLAY AT(22,18):L$
540 T=T+1
550 IF T<26 THEN 1170
560 L$="YOUR MOVE"
570 DISPLAY AT(22,18):L$
580 CALL KEY(0,K,S)
590 IF S=0 THEN 580
600 IF (K=83)+(K=115)THEN 68
0
610 IF (K=68)+(K=100)THEN 76
0
620 IF (K=69)+(K=101)THEN 84
0
630 IF (K=88)+(K=120)THEN 92
0
640 IF (K=74)+(K=106)THEN 10
00
650 IF (K=75)+(K=107)THEN 10
40
660 IF (K=81)+(K=113)THEN 11
00
670 GOTO 580
680 REM S LEFT
690 L$="S LEFT"
700 C(0)=C(2+P)
710 C(2+P)=C(6+P)
720 C(6+P)=C(4+P)
730 C(4+P)=C(5+P)
740 C(5+P)=C(0)
750 GOTO 460
760 REM D RIGHT
770 L$="D RIGHT"
790 C(5+P)=C(4+P)
800 C(4+P)=C(6+P)
810 C(6+P)=C(2+P)
820 C(2+P)=C(0)
830 GOTO 460
840 REM E UP
850 L$="E UP"
860 C(0)=C(1+P)
870 C(1+P)=C(2+P)
880 C(2+P)=C(3+P)
890 C(3+P)=C(4+P)
900 C(4+P)=C(0)
910 GOTO 460
920 REM X DOWN
930 L$="X DOWN"
940 C(0)=C(4+P)
950 C(4+P)=C(3+P)
960 C(3+P)=C(2+P)
970 C(2+P)=C(1+P)
980 C(1+P)=C(0)
990 GOTO 460
1000 REM J COL LEFT
1010 L$="J COL LEFT"
1020 P=P+6*(P<>0)
1030 GOTO 1070
1040 REM K COL RIGHT"
1050 L$="K COL RIGHT"
1060 P=P-6*(P<>18)
1070 CALL HCHAR(24,3,32,15)
1080 CALL HCHAR(24,2*P/3+3,9
6)
1090 GOTO 500
1100 REM Q QUIT
1110 DISPLAY AT(22,18):"QUIT
(Y/N)?"
1120 CALL KEY(0,K,S)
1130 IF S=0 THEN 1120
1140 IF (K=89)+(K=121)THEN S
TOP
1150 IF (K=78)+(K=110)THEN 5
00
1160 GOTO 1120
1170 REM SCRAMBLE
1180 S=INT(RND*7)+1
1190 ON S GOTO 680,760,840,9
20,1000,1040,1200
1200 S=6*INT(RND*4)
1210 K=6*INT(RND*4)
1220 IF K=S THEN 1210
1230 FOR Q=1 TO 6
1240 C(0)=C(Q+S)
1250 C(Q+S)=C(Q+K)
1260 C(Q+K)=C(0)
1270 NEXT Q
1280 P=S
1290 GOSUB 1330
1300 P=K
1310 GOSUB 1330
1320 GOTO 1070
1330 REM SHOW COLOR
1340 FOR Q=1 TO 6
1350 CALL COLOR(#(Q+P),C(Q+P
))
1360 NEXT Q
1370 RETURN
1380 REM CHECK SOLUTION
1390 S=0 :: T=27
1400 FOR Q=1 TO 4
1410 K=4
1420 IF C(Q)=C(6+Q)THEN K=K-
1
1430 IF C(Q)=C(12+Q)THEN K=K
-1
1440 IF C(Q)=C(18+Q)THEN K=K
-1
1450 IF C(6+Q)=C(12+Q)THEN K
=K-1
1460 IF C(6+Q)=C(18+Q)THEN K
=K-1
1470 IF C(12+Q)=C(18+Q)THEN
K=K-1
1480 IF K=1 THEN K=2
1490 IF K=-2 THEN K=1
1500 CALL HCHAR(4*Q-2,18,48+
K)
1510 S=S+K
1520 NEXT Q
1530 IF S<16 THEN 1590
1540 DISPLAY AT(22,18):"SOLU
TION!!"
1550 GOSUB 1600
1560 DISPLAY AT(22,18):""
1570 GOSUB 1600
1580 GOTO 1540
1590 RETURN
1600 FOR Q=1 TO 10
1610 CALL KEY(0,K,S)
1620 IF (K=81)+(K=113)THEN 1
100
1630 NEXT Q
1640 T=T+1 :: IF T>40 THEN 1
650 :: CALL SOUND(200,50*T,1
)
1650 RETURN
1660 REM COLOR PATTERNS
1670 DATA 9,16,9,5,3,9
1680 DATA 9,16,5,5,3,3
1690 DATA 9,16,3,5,16,3
1700 DATA 9,16,16,3,9,5
1710 REM INSTRUCTIONS
1720 DATA " RCOLORS WR"
1730 DATA "PUT R"
1740 DATA "DIFFERENT"
1750 DATA "COLORS IN"
1760 DATA "EACH OF THE"
1770 DATA "FIRST FOUR"
1780 DATA "ROWS, USING"
1790 DATA "SDEX AND JK"
1800 DATA "Q = QUIT"
1810 DATA "LAST MOVE="
1820 DATA ""
```

MARCH PROGRAM

At our meeting on March 3, Mr. Jim Smith will give a talk on "PRINTERS". He will cover both the upkeep and the different types of printers. He said that he can tell you about the different cost of ribbons, etc.

If you have been thinking about picking up a printer, you will not want to miss this program.

Jim is the person in our club that has been reinking our ribbons. Some of the printers use ribbons that cannot be reinked or use a cheap ribbon that you cannot afford to reink. For some printers the price of the ribbons is high and you want to reink. Come and find about this.

I need to know what you would like to have as programs for PUNN. Please let me know at the meeting or call me up, the number is 244 1587.

```
**********************************************
*                SYSTEM FOR SALE:            *
*                  INCLUDES                  *
*                                            *
*  1. PE BOX                      $125.00    *
*  2. CORCOMP DISK CONTROLLER . .  125.00    *
*  3. CORCOMP RS232 CARD . . . .    60.00    *
*  4. MEMOR: EXPANSION CARD . . .   75.00    *
*  5. TEAC 55B (2 @ $75 EACH) . .  150.00    *
*  6. CONSOLE (BLACK & SILVER) .    45.00    *
*  7. EX-BASIC MODULE (TI) . . .    25.00    *
*  ------------------------------------      *
*  TOTAL FOR ENTIRE SYSTEM        $605.00    *
*                (WILL PART)                 *
*                                            *
*  BUY THE COMPLETE SYSTEM FOR . $450.00     *
*  DUANE GOODMAN: 231-7014 (EVENINGS)        *
**********************************************
```

THE GENERAL ELECTRIC NETWORK FOR INFORMATION EXCHANGE

Genie, The General Electric Network for Information Exchange is the newest kid on the block in regards to online information services. In addition to a Texas Instruments RoundTable there are several other manufacturer specific RoundTables available. GEnie also provides multiplayer game playing scenarios, Computing Today magazine, EAASY Sabre, the American Airlines reservation system , and more....all at the same low base nonprime rate of $5.00 per hour for 300 or 1200 baud access.

New products soon to appear include more Travel, Shopping, and new Financial related products. There are many more products planned for the future.

Genie is different from most of the other boards available. The entire structure is unlike any around. Everything in GEnie can be done from Menus or Pages. Each page is numbered and you can navigate easily and fairly fast. GEnie also allows you to go to a specific page and submenu directly from Logon.

Your Texas Instruments RoundTable includes a Bulletin Board, Real Time Conference rooms and a Software-Textfile library.

The Bulletin Board function is rather unique. It is based on Topics rather than direct messages to a specific individual. This allows you to follow a specific item or idea along its way.

Structurally, there are specific sections called Categories set up for RoundTable Business, Telecommunicating, Software, Hardware, Basic, Forth, Assembly, Fairware, Gaming, Gram Kracker, TI-PRO, as well as a Newsletter category. These pretty much cover the gamut of things in the TI World. Under each of these categories is where each of the Topics are entered and responded to. Anyone can start a topic, ask questions, and provide answers.

Most of you are used to your local Bulletin Board systems in terms of what to expect and how to react to a message base. GEnie's BBS format differs from your local BBS in certain ways, but you will learn to understand and appreciate the format once you sign up for the service.

The RoundTable conference is available every Sunday evening for the 4A and the PRO. These are general sessions and and are always "free for alls". Whatever questions you may bring with you will most likely be answered during the conferences. This is a great opportunity to meet and talk with your fellow TI enthusiasts.

The Software Libraries are growing daily. At this time (January 1987) they have grown to over 630 files. A lot of the software is Public Domain: the biggest selections include Fairware and Krackerbox programs. Just about every fairware program can be found in the TI RoundTable library, including the latest versions. They also have virtually every Gram Kracker program that has been written. Uploading is free in the non-prime time hours and this has encouraged many to send in their favorite programs. (Non Prime time hours are 6pm to 8am and all days Saturday, Sunday and Holidays).

The file transfer process is also noticeably faster than most other systems. GEnie utilizes their local network nodes for file transfer which results in faster operation than that from the mainframe. Consequently, the input just seems to fly by. Nice, especially when you are charged for connect time.

Now the best part about GEnie....the PRICE! There is a one time start up fee of $18.00 to join GEnie. which includes a hardcopy user manual as well as the monthly LiveWire newsletter. connect charges are $5.00 per hour for both 300 and 1200 baud. 2400 baud is also available in over 65 cities at an hourly surcharge of $10.00. GEnie is also available during the daytime at a cost of $35.00 per hour for 300 and 1200 baud. The same 2400 baud surcharge also applies during prime time.

Sign up for GEnie is simple and fast. You do not have to order a starter kit. You simply sign up on line. Just set up your terminal program for 7 bit, even parity, one stop bit, or 8 bit, one stop bit, no parity; and either 300 or 1200 baud. Also set your terminal to local echo(half duplex). To connect, have your nodes dial 1-800/638-8369. After CONNECT, type HHH and ENTER. At the U#= prompt you see on your screen reply with XJM11999,GENIE followed by ENTER. After you are logged on, GEnie will ask you several questions about your system. If you decide to sign up, GEnie will lead you through the electronic signup process, and will ask you for pertinent information. GEnie accepts Visa, Mastercharge, and CheckFree (automatic payment from your checking account). Within two business days following the sucessful completion of the Sign up process, a GEnie representative will call you with your new GEnie User ID#. In a few days following this you will receive your GEnie manual. There is NO monthly charge or minimum billing. You pay for only the time you use.

GIVING YOUR AVATEX 1200 SOME SOUND

If you or someone you know is into electronics this project is for you. Of course you have to own an Avatex 1200! First thing, PUNN will assume no responsibility for any damage done to you or your modem. This project is done AT YOUR OWN RISK!

Now, to get down to business. First, remove the three Phillips screws from the back and pop open the cover. There are four pressure clips holding on the cover. If pressure is not applied just right they will break (I ought to know, I broke one!).

All components can be mounted on a small breadboard and wires run from the various points on the pc board.

Set the modem so the LED's and buttons are facing you. Look to the left of the three control buttons; there will be 5 resistors side by side. The leftmost one is labeled 'R21'. This is the series resistor for the MC light. It will be used to switch the sound device. On the far end (rear) of R21 is an area of metallization (trace) which connects both R21 and its neighbor.
This, if measured with a voltmeter to ground is +5 volts.

From the front of R21 (opposite of just mentioned) run a wire to a 3.3K resistor. This resistor connects to the base of a PNP transistor such as a 2N2907 or 2N3906. We will call this Q1. The emitter of Q1 will be connected to +5 volts from the back of R21 or from any +5v line from the regulators. (They are on heatsinks near the back on the right side.)

Time to test. If you have gotten this far without any trouble you can now test the hookup. Turn on your modem and measure the voltage between the collector and ground (heatsink of regulator). You should get around +5 volts. If not, turn off everything and check your wiring. If all goes OK, call a computer. When you get the connect signal the voltage on the collector should drop to zero.

Great! Now to build the amplifier. If you are mounting everything on the breadboard it will make a neater package and give you less trouble. The amplifier consists of an LM386, 10k trimmer pot, 100k resistor, 220uf electrolytic cap, voltage above 10v, a .1uf cap, and a small 8 ohm speaker (2"). Follow the schematic diagram provided in connecting everything. Placement on the breadboard is not critical but try to get everything in the smallest possible space.

For output from the modem, find U27, a small 8 pin IC just behind the board above the main PC board and about center. Pin 1 is on the right rear of the chip (see picture). Be VERY careful in soldering a small wire to this lead. This will go to the input of the amp through the 100k resistor then the pot for volume control.

As far as mounting the speaker, it should fit in just to the front of the rear mounting peg on the cover (the one near the rear of the cover). Determine the exact location for mounting that will not interfere with the modem circuitry or the amp board. Draw a circle around the speaker then drill a few holes in the cover to allow the sound to come through. Mount the speaker using Perma-bond or whatever you want to use. (Perma-bond works best). Connect one speaker wire to the negative side of the 220uf cap and the other to a ground point on the amp board. Run the ground lead of the amp to the right side of either cap on the modem board (behind the regulators) or to the center lead of either regulator (the former would be better and easier).

A good area to mount the amp circuit (if made small enough) is on three layers of double sided sticky foam tape. You can get it in most stationery sections. Mount it between the two IC's next to the power supply caps and between the hole for the cover mounting peg so it clears when the cover is closed. The speaker wires should be long enough to open the cover and fold it out to the right side so it lays flat.

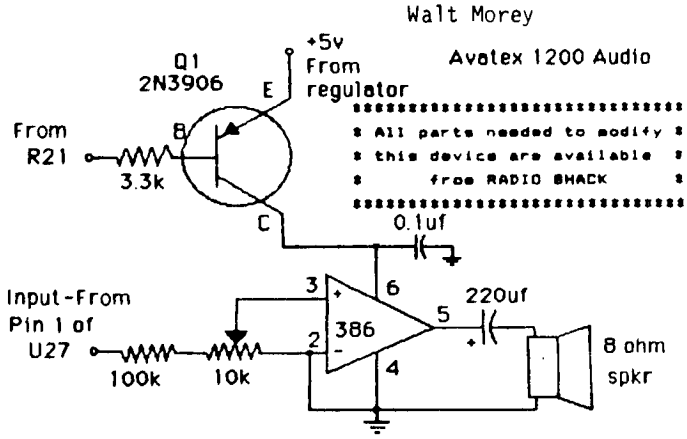
So far, so good. If you don't have butterflies in your stomach yet you will soon. Now it is time to power up and see if it works. You should hear some noise from the speaker. If not, try adjusting the 10k trimmer pot on the amp. Set it so the noise can be heard but not disturbing. You may want to turn it up or down later. Boot your terminal program and type in 'AT'. Your modem should respond 'OK'. Now type in 'ATO'. This will take your modem off-hook and give you dial tone. You should hear it now. Hit enter and you will get the NO CARRIER message. Now, dial up a BBS and listen to the tones, and the connect signal. When you get the connect message the MC light should go out and the amp should be silent.

If everything worked, CONGRATULATIONS! If not, shut it off, check your wiring and call for help.

Good luck and happy communicating!

PUNN--Portland User's of Ninety Nines

Walt Morey



MAX-RLE PICTURES

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(This is a summary of the instructions on how to use MAX RLE. This information has been available priviously, but it is summarized here by popular request.)
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RLE stands for Run Length Encoded. It is a program for preparing and viewing digitized pictures, both artwork and photographs, sent between computers over phone lines using a terminal emulator such as Fast Term. Many computers use this technique with the VIDTEX terminal emulator protocol, which permits viewing pictures on-line. For the TI-994A at present, pictures can be viewed off line only, but pictures can be exchanged with other brands of computers. The program supports four different formats - both TI-ARTIST and GRAPHX formats, as well as Display-Fixed 128, the usual format used in other computers, and Display-Variable 80 format.

LOADING MAX-RLE. The program is loaded using the Editor-Assembler module or equivalent, Option 3 - Load and Run. The Filename is MAX-RLE and the Program Name is START. The MAX-RLE title screen will then appear, asking for the name of the picture file you want to load.

RUNNING MAX-RLE. At the title screen, you have two options - you can load a picture or you can catalog to disk.

** To load a picture, just type the filename, for example, DSK1.PICTURE, and press ENTER. Whatever format the picture is in, the program will recognize it and load it. (NOTE: For TI-ARTIST files, omit the "P" and "C" at the end of the filename - the program provides these auto- matically.) You will then see a grey screen for a short while as the picture loads. It takes a short time. The picture will then appear all at once on the screen.

** To catalog a disk, just type DSKn.", where n is the drive number. Be sure you include the period.

SCREEN. There are three options when the picture appears - you can return to the title screen, print the screen on your printer, or save the picture to disk.

** To return to the MAX-RLE title screen, press ENTER. (this removes the picture from memory)

** To print on your printer, press P. The default setting of PIO.CR will appear. If you are using parallel interface, use this. If you are using a serial interface (RS232), enter your printer's description. Your printer must be compatible with the GEMINI-EPSON family in its handling of dot-graphics.

** To save to disk, press S. The default setting of GRAPHX will appear on the screen. To save in a different format, press the space bar until the format you want appears. Then type the filename you wish to save to, for example, DSK1.MYPIC.

SENDING PICTURE FILES. Generally, pictures to be transmitted should be saved in the DF/128 format and uploaded with XMODEM transfers. This is the format used by other systems. Pictures can be sent in DF/80 format using ASCII (text) transfers, but they lack error checking in transmission and a noisy or weak connection can ruin the resulting picture.

PICTURES ON COMPUSERVE. Pictures readable by MAX-RLE can be found in the Compuserve in the TI Forum Data Libraries, the PICSIG, the ARTFORUM, and the CB simulator area. They are also starting to appear on many BBS. (Including our own PUNN BBS)

MAX-RLE is available from the PUNN Lilbrary if you do not already have it.

PRE-SCAN IT - A REVIEW

What I am going to try and do in this review is cover a new piece of software that is on the market. PRE-SCAN IT by J. Peter Hoddie. FRE-SCAN IT is being marketed by Asgard Software, P.O. Box 10306, Rockville, Maryland 20850 for the price of $10.00.

System requirements are relatively normal. A console, monitor-TV, Extended Basic, and at least one disk drive are required. A second drive is a plus as is 32 K memory.

Pre-scanning is a technique by which the computer prepares a program for execution after it is loaded into memory prior to execution. The paused between the time a program is loaded and when the program starts to run is caused by several factors. Among them are scanning the coding, setting up table areas, assigning memory locations and values, and numerous other functions. PSI does some of the prescanning for you so at execution time the 994A doesn't have to scan anything.

As far as ease of use goes, this has to be one of the easiest programs to run that anyone could want. The first thing the user must do is save the program to be prescanned into a merge format. You then run the PSI program against the merge format program. The program will lead you through the few steps with no formal training needed.

You will be asked for the environment (16 K or 32 K, etc.). Then it asks if your program has externals. The next step is for memory allocation. In order to save memory, the program will replace the numbers 0 thru 4 with special characters and remove REM statements if so desired. Using the special characters in place of the numbers 0 thru 4 will save up to two-thirds of the memory they previously required. Removing the REM's naturally saves space. But be certain that your program does not branch to a deleted REM statement before you say YES to the REM removal prompt.

I ran PSI against my CHECK RECONCILIATION program (a rather large XBasic program) and was elated by the results. My program loads up in about 1/3 of the time it took before and it runs noticably faster also.

The running time of PSI will vary of course with the size and requirements of the scanned program. My program took almost one hour to be scanned. But it was worth it.

As to the value of PSI, it is a bargain at almost any price. I have already seen pirated copies of the program and am totally disbelieving of it. For $10.00 a person can have the original with the documentation (8 pages of it) and the support of Asgard Software in the event of a problem. Also if an update comes out, then a person can easily obtain it. Asgard is very good with this feature.

All in all, I must give this program an A+ in every category. It is a must for every disk library. (By Tom Wills)

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ALL GENERAL MEETINGS ARE HELD ON THE FIRST TUESDAY OF EACH MONTH, AT THE PGE BUILDING 3700 SE 17TH. PORTLAND, OR

!! NEXT MEETING DATE !!

MARCH 3, 1987

THE PUNN NEWSLETTER

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POINTING THE WAY FOR USERS OF TI's 99/4 COMPUTERS

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