

QB Monitor



QB99er's User Group Newsletter

JUNE & JULY 1990

The QB99'ers meet on the second Saturday of each month, September through May, at Queensborough Community College, Bayside, Queens, New York. Meetings start at 2 P.M. Calendar at right shows next meeting date...

please note !!!

Our next meeting falls on the third Saturday of the month...not on the second Saturday as usual.

SEPTEMBER 1990

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The QB-MONITOR, the Newsletter of the QB-99ers' User Group, is printed September thru June, and is sent to other Users Groups in exchange for their User Group Newsletters. Send exchange newsletters to Frank Cotty, Queensborough Community College, Bayside N.Y. 11364. Please credit original sources of articles and program listings.

QB MONITOR-QB99'ERS NEWSLETTER



More Tips On TIPS

By Ed Machonis

QB-99'ers, Bayside, NY

If you have a disk memory system and a printer, and you don't have TIPS, you aren't able to utilize a good portion of your system's potential. What is TIPS? If you weren't paying attention last month, TIPS stands for TI Print Shop. It's an extended basic program written by a Gentleman named Ron Wolcott who placed it in the public domain. It enables you to print banners, signs and labels utilizing thousands of graphic images which he and others have converted for use with TIPS.

Tip #1. If you have the equipment to use it, beg borrow or steal the program. Archived and de-archived copies are in our group library and a source was listed in last months newsletter.

Tip #2. I find I want TIPS at my fingertips. No locking it away in a disk bank, it's just too useful. So drag out those Flip & Files you retired when you accumulated enough disks to start storing them in disk banks. They'll make nice holders for your TIPS disks. No Flip & Files? Not to worry. A couple of napkin holders or a desk envelope organizer will work fine and keep those TIPS disks handy.

Tip #3. Make a working copy of the TIPS program and make your changes to that copy. Make one set of changes at a time, check that they work as advertised, then save them before tackling the next set of changes. It wouldn't be a bad idea to LIST the program to the printer before making any changes. That way you will have a hard copy of the listing should you want to restore the original code to any particular line.

Tip #4. I ran across this one by accident. My printer was set in Elite mode from another program. I went to

TIPS and printed some personalized return address labels for a family member using Header +3. Returning at a later time to print additional labels, I found the name no longer fit on the mailing label. ?????

It took a while before I figure out what had happened but when I did, I liked the idea so much I wrote it into the program. Now, with 3-1/2" labels, can have a 16 character Header in Expanded Elite as well as the 12 character Header originally permitted with Expanded Pica. Line 2710 was changed as shown (Change 2720 to 2712) and lines 2712 and 2714 were added.

```
2710 IF TYP$="H" THEN GOTO 2
712 ELSE IF TYP$="4" THEN @J
=0 :: GOTO 2730 ELSE GOTO 27
00
```

```
2712 INPUT "COMPRESS HEADER
(16 CHAR)? ":YN$ :: IF YN$="
Y" OR YN$="y" THEN OPEN #1:"
P10.CR" :: PRINT #1:CHR$(27)
&"M" :: CLOSE #1 :: GOTO 272
0
```

```
2714 OPEN #1:"P10.CR" :: PRI
NT #1:CHR$(27)&"@" :: CLOSE
#1
```

The title for this article was printed using the Elite Header. Some sharp-eyed readers will spot 17 characters in the Header, but then we aren't printing on labels are we?

With 3-1/2" labels, Header length should be limited to 12 characters in Pica mode and 16 in Elite. With 4" labels the line length can be increased to 17 and 22 characters respectively.

Remember, once you have selected Elite, your printer will remain set in that mode. On the Epson RX-80 printer, Elite has priority over all other type styles. You can reset the printer by selecting H+3 and opting for No compression. Just enter zero for a label quantity.



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More Tips On TIPS Cont'd.....Page 2

Tip #5. When printing posters, MSG's are limited to 30 characters. You can easily tell when you have reached 30 characters without counting characters on the screen. Screen line length, as on most TI program screens, is 28 characters. You know you have reached the 30 character limit when the last two characters overlap the first two characters of your on-screen message.

Tip #6. When printing posters, LINE entries are limited to 40 characters (in Pica mode). The program does not measure line length and accepts any length text. However, only the first 40 characters are printed in expanded type and the remainder are printed in normal Pica on the line immediately following, messing up your poster as the line spacing is too small. You know you have reached 40 characters when your last character appears as the first character on the 3rd line used for entering text.

Need more than 40 characters? If you have made the changes suggested in Tip #4 above, leave the SIGN subprogram and go to LABELS. Select HEADER +3 and opt for the 16 character option, placing your printer in Elite mode. Enter nothing for each line of text and zero for the quantity of labels. Now return to SIGN and you can enter up to 48 characters for LINE entries. Characters will be slightly smaller than in Expanded Pica, giving you a fourth type size for variety in your poster. The Elite mode will not affect HDR or MSG entries which use a Graphics font.

Tip #7. Early on, I decided I would like to print another graphic image on the right side of a label. (See the CHEEPSKATE logo on the Quit Smoking card in last month's newsletter. First attempts were made by folding the paper and entering no text for the 2nd image. Next, I would BREAK the program, change the left margin of the printer from the command mode and CONTINUE the program.

Finally I decided to incorporate a left margin change option into the main menu. It is designated XMARG and, like all TIPS options, you need only enter the initial letter, upper or lower case. Change Lines 1140 (add XMARG after LABEL) and 1180 (add X after LMSNP and add ,4360 at end of line) as shown and add Line 4360.

```
1140 INPUT "CHOOSE 1XART 2XA
RT DSK +1 -1 MSG VIEW PIC NE
G FFD REDO CARD SIGN IMAGE
LABEL XMARG END ":YN$ :: YN
$=YN&" " :: YN$=SEG$(YN$,1,
1)
```

```
1180 @=POS("LMSNPX",YN$,1)::
IF @(<>0) THEN ON @ GOSUB 270
0,2070,3110,1260,1850,4360
```

```
4360 PRINT "ENTER LEFT MARG
IN" :: INPUT LM :: OPEN #1:"
PIO.CR" :: PRINT #1:CHR$(27)
&"1"&CHR$(LM):: CLOSE #1 ::
RETURN
```

Now you can print a label size image anywhere on your labels, cards (Inside) or posters. Just press enter for each text line to print the image only. When used as the second image on a label, you will of course have to roll back the label. Careful you don't peel a label off onto the metal plate beneath the platen. Either pull the labels through and restart or temporarily insert a sheet of paper between the labels and the metal plate.

The small dinosaurs on last month's Save The Dinosaurs poster were printed by changing the left margin. Or you may want to group the Peanuts Gang for a group picture:



Remember to reset that left margin to zero before selecting other options.



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More Tips On TIPS Cont'd.....Page 3

Tip #8. I use the label option a lot and was annoyed at having to constantly choose between the 1" label and 3-7/8" envelope. The envelope option can only be used for return addresses on form feed envelopes. Not foreseeing any use for this option or the Form Feed, these were deleted, speeding up that portion of the program by eliminating the required entry. Delete or REM Lines 2760 and 2770. Change Line 2750 to read:

```
2750 INCH$="1"
```

If you wish to save the original code the change can be inserted at the beginning of the line and followed by an exclamation mark (!) to REM the rest of the line.

Tip #9. I found the large images used in the SIGN option often looked "dotty" and not as legible as the smaller images used in the CARD option. This change will let you print the smaller CARD size image with the SIGN option. If the left margin is not changed, the image will be printed on the left half of the paper, permitting a subsequent margin change and roll back to print another image alongside it. Or the left margin can be changed to about 25 (Pica mode) to center most images.

Change Line 1350 (add FI\$=TIPSCF :: between THEN and GOSUB), Line 3040 (replace "TIPSCF" with FI\$), Line 3240 (replace 2950 with 4370) and add Lines 4370 and 4380.

```
1350 IF NY$="I" THEN FI$="TI
PSCF" :: GOSUB 3030 :: GOTO
1320
```



```
3040 PRINT #1;CHR$(27);"L";C
HR$(160);CHR$(1);SEG$(F2240$
,1,64));: CALL LINK(FI$,FB$(
))
```

```
3240 T=POS("MLHISC",NY$,1)::
IF T<>0 THEN ON T GOSUB 328
0,4050,3380,4370,1520,4170 :
: GOTO 3220
```



```
4370 PRINT "SMALL OR LARGE
IMAGE? " :: INPUT SL$ :: IF
SL$="S" OR SL$="s" THEN FI$=
"TIPSCI" :: GOSUB 3030 ELSE
GOSUB 2950
```

```
4380 RETURN
```

Tip #10. While I have nothing against the CLNDR option, I do have an agreement with my bank. They keep me supplied with calendars and I keep them supplied with money. (One of us is continually falling down on the job.) Never anticipating using it, I deleted it from the program since the entire sub program was included in the pre-scan. Deleting it saved about 2-1/2 seconds of the almost 15 second pre-scan time.

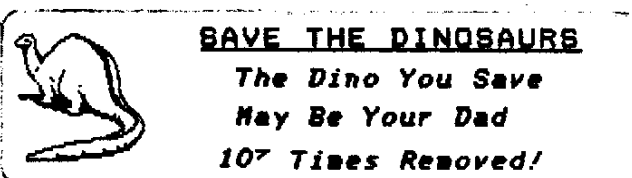
No, I haven't calculated the number of minutes used to achieve this 2-1/2 second saving, but I know the memory space made available will come in handy for future changes. All of the above changes can be made while retaining the CLNDR option.

Delete CLNDR from the program as follows:

Delete Lines 4160 thru 4350. Delete CLNDR in Lines 3150 and 3220. Add the variables CLNDR and HPSW to Line 400 for pre-scan purposes.

```
400 @F=@J=AHE=AHl=AHs=ASCIl=
B=BB=BIHN=CC=CCE=CCS=CCX=CLN
DR=DD=EE=GG=HH=HM=HPSW=IX=LA
=MNO=NDV=NOLW=NOR=NUWUN=PHIG
H=Q=QQ=QY=QYE=QYS=QYX=QZ=RA=
RONl=0
```

Tip #11.



Take another look at this label. The Header line is underlined and slightly expanded, the rest of the text is in italics and there is even superscript on the last line. How does he do that???

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More Tips On TIPS Cont'd.....Page 4

It's a secret TI buried in plain sight on Page III-2 of the User's Reference Guide. Note the fifth entry from the bottom of the page. CONTROL Period is equivalent to ESCape or CHR\$(27). You can talk to your printer any time you are entering text that will be printed. (This is true for nearly all programs and also works in the Command mode.) Just press CONTROL and Period at the same time to send ESC. You won't see anything on the screen in Extended Basic but your cursor will move over one space. Now just enter the rest of your printer command, no need for ; or & separators or quotation marks. (Rave 101 keyboard owners will have to press FUNCTION SHIFT and Period for ESC)

To start underlining just send ESC-1; to stop ESC-0. (ESC=CONTROL Period) If you want to print double strike, enter ESC6. To print in compressed mode just press CONTROL 0 (Not Zero). Another Tip, don't try to send the Master Reset Code, ESC@, while in the LABEL subprogram; you will cancel a line spacing code and mess up the image.

NOTE: If you use this Tip, you really won't need to make the changes in Tip #4. Just enter ESCM at the beginning of a Header text line. Entering ESCP at the end of the text will return your printer to Pica mode. CONTROL 0 at the beginning of Header text will print the Header in Expanded Compressed, allowing 22 characters. (Epson RX-80 owners will also need ESCF to cancel the Emphasized mode which is used by the program and has priority over Compressed.) CONTROL R at the end of the text will cancel Compressed. The same method can be applied to the LINE function in the SIGN option; Expanded Compressed providing 68 characters per LINE.

All control characters destined for the printer should not be included in the count of the number of characters. They will not occupy any space on the printed line.

Tip #12. They say there is no efficiency expert like a lazy man. I'm a VERY lazy man. One thing has bothered me with the LABEL subprogram, (I love Labels); if you wanted to print additional labels with the same text,

you had to reenter the text all over again. Another option was added to the main menu, ADTNL, which will enable printing additional labels with the same text and image. We'll be revising Lines 1140 and 1180 again, previously revised in Tip #7. Change Line 1140 by inserting ADTNL after LABEL; change Line 1180 by adding A after LMSNPX and adding ,4390 at the end of the line. Change Line 2900 by deleting the FOR-NEXT loop and add Line 4390.

```
1140 INPUT "CHOOSE 1XART 2XA
RT DSK +1 -1 MSG VIEW PIC NE
G FFD REDD CARD SIGN IMAGE
LABEL ADTNL XMARG END ":YNS$
:: YNS=YNS&" " :: YNS=SEG$(
YNS,1,1)
```

```
1180 @=POS("LMSNPXA",YNS,1):
: IF @(<>0 THEN DN @ GOSUB 27
00,2070,3110,1260,1850,4360,
4390
```

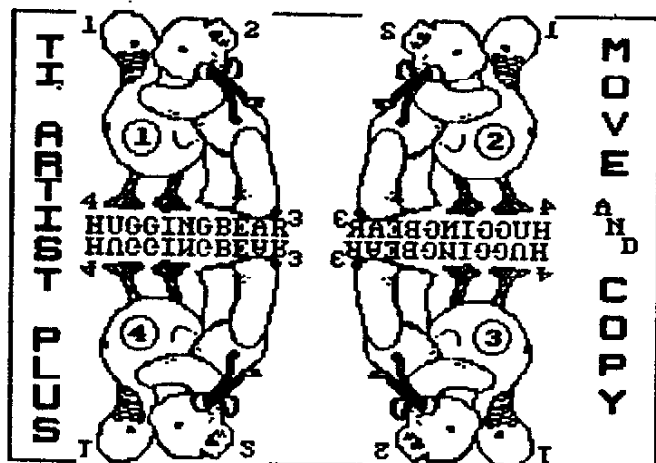
```
2900 NEXT WLN : : GOSUB 2910
: : CLOSE #1 : : RETURN
```

```
4390 INPUT "ENTER NO OF LABE
LS ":NOLW : : GOSUB 2800 : : R
ETURN
```

More spaghetti sauce please and pass the Parmesan. Seriously, I truly dislike changing anyone else's program, especially one that represents as many hours of work as this one does. I did make these changes in my own copy of TIPS because they make the program a little more useful to me. They are not to be considered improvements, I couldn't begin to write a program as complex as TIPS, much less improve on it. If you decide to adopt any of these changes, I urge you to keep a virgin copy of TIPS for passing on to others. Ron Wolcott deserves to have his work circulated as issued by him, not as mutilated by every embryo Babbage that happens upon it.

The above changes were made to Version 1.4. Version 1.5 has been issued. Undoubtedly some of the Line numbers, if not all, will no longer coincide with those above. The last line number in V 1.4 was 4350 and new lines were added starting with 4360. Check the last line number in V 1.5 and be guided accordingly.





TI ARTIST PLUS
 USING COPY & MOVE
 by Jerry Keisler

ASSUMPTIONS! TI-Artist Plus! is loaded, a picture or instance is loaded and Enhancement is active. Press enter for the picture, Then "C" for COPY or "M" for MOVE.

The upper left corner, Picture (1) is the original. All copies will be made from this picture.

EXACT COPY.

Move cursor to position 1 of picture (1). Press the fire button. Move cursor to position 3 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 1.)

Move the cursor to where you want the position you started the box at, position 1, to be the upper left corner and press the fire button. Picture (1) will be produced at the new location.

FLIP FROM SIDE TO SIDE.

Move cursor to position 2 of picture (1). Press the fire button. Move cursor to position 4 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY

or "M" for MOVE again and start over at position 2.)

Move the cursor to where you want the position you started the box at, position 2, to be the upper left corner and press the fire button. Picture (2) will be produced at the new location.

FLIP FROM TOP TO BOTTOM

Move cursor to position 4 of picture (1). Press the fire button. Move cursor to position 2 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 4.)

Move the cursor to where you want the position you started the box at, position 4, to be the upper left corner and press the fire button. Picture (4) will be produced at the new location.

FLIP FROM SIDE TO SIDE AND FLIP FROM TOP TO BOTTOM

Move cursor to position 3 of picture (1). Press the fire button. Move cursor to position 1 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

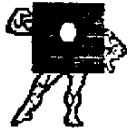
(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 3.)

Move the cursor to where you want the position you started the box at, position 3, to be the upper left corner and press the fire button. Picture (3) will be produced at the new location.

RECAP

1. Press "C" for COPY or "M" for MOVE.
2. Start the cursor at the corner of the picture you want to be the upper left corner of the new picture.
3. You can start over by pressing the key of the command you are performing. This is true of most screens. If you don't know the command, pressing the space bar will take you to the current menu screen and stop the current fuction.

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THE LAZY MAN'S DISK FIXER

By Ed Machonis

QB-99'ers, Bayside, NY

So you have blown a disk, or expect to some day, and are looking for an easy way to recover it? I promise you an easy way, but first a few words of simple explanation on a portion of TI's Disk Operating System. Nothing technical, but you should have an idea of how Sectors 0 and 1 and the File Descriptor Records work.

Sector 0, the first sector on a formatted disk, contains the Disk Name, the letters DSK, the format structure such as number of sectors, sectors per track, number of sides and type of density. It also contains a map of all sectors on the disk and whether they are available for use or have been used. Those letters DSK tell a Disk Manager that the disk has been initialized.

Sector 1, the next sector, contains the sector numbers of all file descriptor records arranged in alphabetical order of the associated file names. The numbers are written in Hex and two bytes are used for each pointer.

Each file on the disk has its own file descriptor record which contains the file name, the type of file it is, whether it is protected or not, its length and what sectors it occupies on the disk. Each file descriptor record occupies a separate sector on the disk and is generally located between sectors >2 and >21. These are Hex designations and correspond to decimal 2 to 33.

(By the way, when you catalog a disk and the catalog says a file is 10 sectors long, one of those ten sectors is the file descriptor record which points to where the 9 sectors used by the file are located on the disk. These 9 sectors need not necessarily be contiguous. The file can be "fractured" into two or more pieces and the file descriptor record will contain this information.)

When you save a file named XYZ to a freshly formatted disk, the file will start at sector >22 (decimal 34) and its file descriptor record will be written to sector >2 (decimal 2). The sector number of the file descriptor record will be written to the first two bytes on Sector 1 as 0002. The sectors occupied by the file and its descriptor record will be marked as used on Sector 0.

If we next save file ABC to this disk, it will start at the sector following the one where file XYZ ended and its file descriptor will be written to sector >3. Sector one will be rewritten to maintain the alphabetical order of the file descriptor sectors and will look like 0003 0002. If the next file to be saved is named DEF, Sector 1 will look like this: 0003 0004 0002. Again, the sectors used by these files are marked as used on Sector 0.

When you delete a file, the file descriptor sector number is deleted from Sector 1 and the remaining numbers are moved to close up the gap. The sectors occupied by the deleted file are marked as free on Sector 0. The file descriptor record and the file itself are still intact on the disk until another file is added to the disk. (This is why file recovery programs can do their work. They search the file descriptor records for the file to be recovered, restore the sector number of the file descriptor record to Sector 1 in its alphabetized location and updates Sector 0 to show the sectors occupied by the file as used.) As you can see, all save, delete and recover operations involve writing to Sectors 0 and 1. They are constantly being rewritten and this is one of the reasons they are most likely to be the sectors that are blown.

When you catalog a disk, the cataloging program looks at Sectors 0 and 1 and the sectors occupied by the file descriptor records as pointed to by Sector 1. When the disk controller looks for a particular file, it looks at the pointers on Sector 1 which lead it to the desired file descriptor record. The file descriptor will tell the controller where the file is located on the disk.



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DISK FIXER Cont'd.....Page 2

Sectors >2 to >21 allow for 32 file descriptor records. Suppose you want to add a 33rd file to the disk? The next available sector on the remaining portion of the disk will be used for the file descriptor record and the file will occupy the available sectors after it. Alternatively, if there are less than 32 files on a disk and the remaining portion of the disk has been used up by files, the unused sectors normally reserved for file descriptor records will be used for files.

Most blown disks either have Sector 0 or 1 blown, or both. The usual recovery method involves copying a new Sector 0 to the disk and writing a new Sector 1. Writing a new Sector 1 requires searching all the file descriptor records, noting their sector numbers, arranging these sector numbers in the alphabetical order of the associated file names and then writing these sector numbers to Sector 1. Finally a copy of the blown disk is made using a file copier. A lot of work, some of it unnecessary.

I have found that arranging the file descriptor sectors in alphabetical order is not necessary. True when you catalog the blown disk, the files will not be listed in alphabetical order, but when you do a file copy of the disk, every file will be placed in alphabetical order on the new disk.

THE EASY WAY

Initialize a disk in the format you generally use, naming it DISKFIXER or other appropriate name. Using a sector editor, go to sector 1 and rewrite it as follows:



Edit Sector								EDIT
=====								=====
0002	0003	0004	0005	0006	0007	0008	0009	
000A	000B	000C	000D	000E	000F	0010	0011	
0012	0013	0014	0015	0016	0017	0018	0019	
001A	001B	001C	001D	001E	001F	0020	0021	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	

Be sure to save the edited sector to disk as sector 1. What you have done is written an index in numerical order to all the sectors normally reserved for file descriptor records.

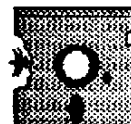
A little leery of writing sectors with a sector editor? Let the computer do it for you. Type in the following one liner, put a newly formatted disk in Drive 1 and RUN. End results are the same with either method.

```

1 FOR I=1 TO 32 :: OPEN #1:"
DSK1."&CHR$(64+I):: PRINT #1
:STR$(I):: CLOSE #1 :: NEXT
I
    
```

RESTORING SECTOR ZERO

Now you are ready for the lazy man's Disk Fixer. Using a sector editor (I love John Birdwell's Disk Utilities!), try to read Sector 0 of the blown disk. If you are able to read it, don't fix what ain't broke. Proceed to Restoring Sector One below. If you get an error message, insert your newly minted Disk Fixer disk and edit Sector 0. Do no actual editing, but do write this sector to the blown disk. (Single drive owners will just swap disks after reading Disk Fixer's Sector 0 and before writing it to the blown disk.)



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RESTORING SECTOR ONE

Next try to read Sector 1 on the blown disk. If it looks OK, no problem, you are * DONE *. Proceed to Making A File Copy below. But if you get an error message, still no problem. Just do the same thing for Sector 1 as you did for Sector 0; reading Sector 1 from the Disk Fixer disk and writing it to the blown disk.

MAKING A FILE COPY

Now leave the Sector Editor, go to DM1000 and catalog the blown disk. It will be a strange catalog. You may see a lot of programs without file names, some with strange file names, and some familiar ones. Most likely the familiar names will not be in alphabetical order. Just put a C (for copy) in front of each valid file name and copy those files to a newly formatted disk. Watch the file names being copied. Should you get an error message on a particular file, recatalog the old blown disk and copy all the files after the file that caused the error. (If you missed the file name, you can catalog the new disk to see which files have been successfully copied.) The errors are generally caused by files that had previously been deleted and written over by expansion of existing files.

Why go to DM1000 and not use the File Ops of Disk Utilities? Because it seems to work more consistently. DSKU does work sometimes for some files but DM1000 always works.

Now catalog your new backup disk. All files in apple pie order, right? Take my word for it, Sector 0 on your new back-up accurately maps the sectors in use and those that are free. Nothing left to do but reformat the old blown disk and copy your restored disk onto it. NOW you have the back-up copy you should have had in the first place!

FIXING THE BIG ONES

What about the blown disk that had more than 32 files on it. Some of the file directory sectors are located beyond Sector >21. Not to worry. If you can remember the file names that did not turn up in the catalog of the fixed

disk, or have a hard copy of the catalog with the missing file names, do a string search for that file name on the blown disk. Note the sector number of the file directory and add it to Sector 1 at the end of the other sector numbers. Write the edited Sector 1 back to disk, go to DM1000, catalog and copy.

If you can't remember the missing file names, page through the disk sectors while in ASCII mode until you spot the file descriptor sectors. (Don't know what they look like? Take a look at some right now with a Sector Editor. Look at Sectors >2 to >21. The filename is right up there at the beginning of the sector.) Write their sector numbers to Sector 1 and proceed as above. (Remember to write the edited Sector 1 back to disk.)

PRACTICE PRACTICE PRACTICE

I strongly suggest you practice the above with a copy of a disk that has lots of files on it. Blow the copy by copying blank sectors to Sectors 0 and 1. Then restore these sectors as described above. Now when that dreaded DISK DEVICE ERROR appears, you can smile and confidently reach for your user friendly Lazy Man's Disk Fixer.



Nicolas Ascu



QB MONITOR-QB99'ERS NEWSLETTER

KOOKY FORTUNES

BY ED MACHONIS

QB-99'ers, BAYSIDE, NY



One of the highlights of any visit to a Chinese Restaurant is opening the Fortune Cookie at the end of a meal and comparing fortunes with your fellow diners. A recent visit to New York City's Chinatown resulted in a family member toting home Fortune Cookies by the pound.

After munching my way through a couple of dozen, (Hey, never stop when you're on a winning streak!), I was struck by the one-size-fits-all generic blandness of the fortunes. Any one would be pleased and flattered with the fortunes I was getting. Even if they didn't fit a person at all, that person would like to think they did. Another thing that struck me was the lack of duplication. I recalled reading a newspaper article years ago about a printer of these fortune slips and how difficult it was to constantly keep coming up with new "fortunes". (Nearly as tough as constantly coming up with new computer newsletter articles.)

Next thing I know, a little devil is whispering in my ear, "Why not print up some look-alikes bearing fortunes that are decidedly different in tone and concept and substitute them for the ones you are extracting from the Fortune Cookies?" No sooner whispered, than done! The look-alikes required compressed pitch and fore and aft sailey faces.

The accompanying Tiny Gram will let you get into the act. I had a ball until the family got wise. If your culinary accomplishments include the ability to bake Fortune Cookies, here's a great way to perk up those "China Nights". (And to keep a starving author alive by sending him some!)

The program will let you input either one line or two line bons mots. For one liners, just press enter in response to the second prompt, Tex will know what to do. Print codes are for an Epson RX-80 printer.

Specialization? Tell me about it! Could any one have ever foreseen such an application for a Home Computer????



```
1 ! **** KOOKY FORTUNES ****
  *   A Tiny Gram   *
  *   By Ed Machonis *
  *QB-99'ers, Bayside, NY*
  ******
```

```
2 ! This program will print
  those words of wisdom,
  and other wise remarks,
  found in Fortune Cookies
```



```
3 OPEN #1:"PID" ;; PRINT #1:
  CHR$(27)&"@"&CHR$(15);: K=C
  HR$(27)&"L"&CHR$(12)&CHR$(0)
```

```
4 B$=K&CHR$(60)&CHR$(66)&CHR$(66)&CHR$(66)&CHR$(137)&CHR$(137)&CHR$(165)&CHR$(165)&CHR$(133)&CHR$(133)&CHR$(165)&CHR$(165)&CHR$(137)&CHR$(66)&CHR$(66)&CHR$(66)&CHR$(60)&" "
```

```
5 CALL CLEAR ;; FOR J=1 TO 2
  ;; PRINT :INPUT TEXT FOR L
  INE";J ;; INPUT T$(J);: NEXT
  J ;; INPUT "HOW MANY? ":Q
```

```
6 FOR I=1 TO Q ;; IF T$(2)="
  " THEN 7 ELSE PRINT #1:B&T$(
  1);: PRINT #1:T$(2)&" "&B$
  ;; GOTO 8
```

```
7 PRINT #1:B&T$(1)&" "&B$
```

```
8 PRINT #1 ;; NEXT I ;; GOTO
  5
```

Has anyone seen the cat?

It is considered very unlucky to pick up the check.

HELP! I am a prisoner in a fortune cookie factory!

Don't tip the waiter. He owns the joint.

A journey of a thousand miles begins with the release of a hand brake.

IT IS HARD TO SOAR WITH THE EAGLES WHEN YOU HAVE TO WORK WITH TURKEYS.

I hope you liked your Fried Lice - you Pll!

A fool and his money are soon parted!

Condemned man order last meal. Get Stir Fry.

Notice from the Board of Health: You're lucky if you can still read this.

He who goes forth with a fifth on the fourth May not go forth on the fifth!

Fortune Cookie eaters are fortunate if they don't put on an extra 5 pounds. If at first you don't succeed Try another Fortune Cookie.