

now monitoring the output of your VCR. Put a blank tape into your VCR and begin recording.

You may now switch the splitter (item 2) back to Position A and grab your remote and watch any channel you want safe in the knowledge that your VCR is still recording the cable channel you set it to. Another "fringe" benefit.

Remember that when you want to view what is going on with your VCR you must switch the splitter back to Position B and the T.V. back to channel 3.

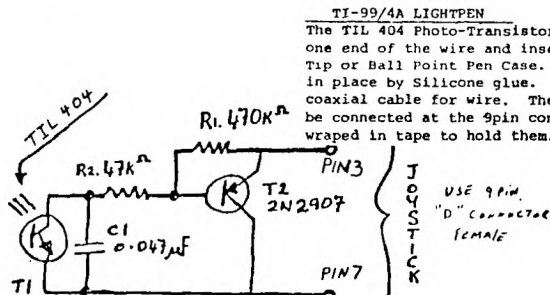
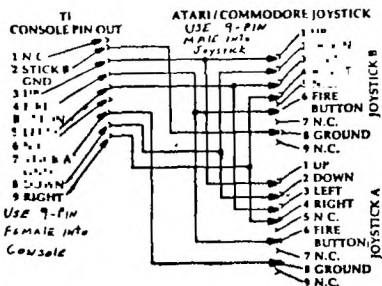
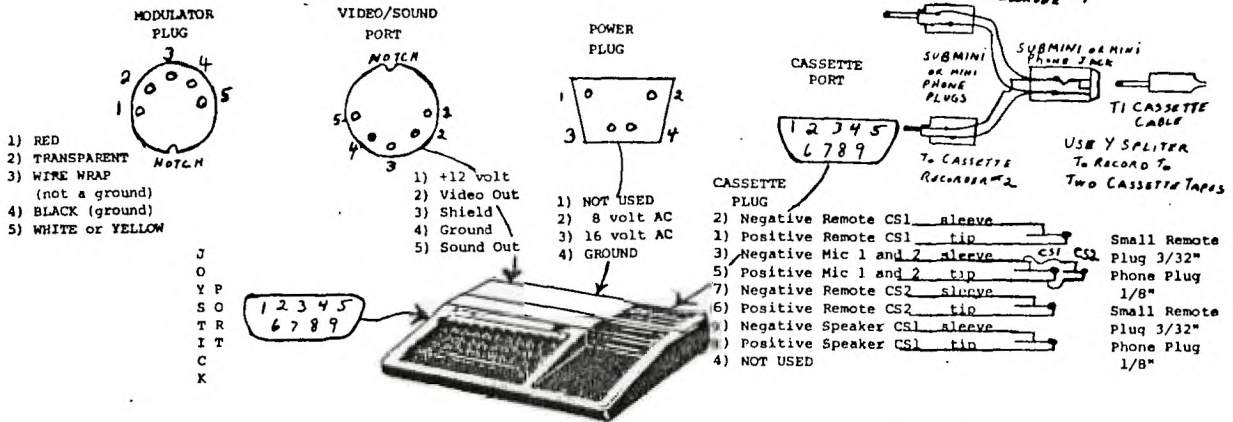
From the library of the S.U.N.N. Keith Monson 324-1588 (Keeper of the flame).

P.S. See next months issue for the "Cor is it?" part.

REPRINTED FROM A966 CALL NEWSLETTER
ATLANTA. THANK YOU ATLANTA NOV. 84

WIRING DIAGRAMS AND PIN POSITIONS
All plug and port numbers are as if you were looking straight into them.
Now you have something to use if a wire breaks or you want a weekend project.

MARSHALL



```

1 REM COUNTING COINS by: Keith A. Monson
  BASED ON A PUBLIC DOMAIN APPLE
  PROGRAM (but mine's better)
2 REM 11:30pm - 2:15am FEBRUARY 27-28, 1987
10 CALL CLEAR
20 PRINT "      COUNTING MONEY"
30 PRINT "      -----"
40 PRINT "FOR AMOUNTS LESS THAN $1.00"
50 PRINT "THE COMPUTER WILL DISPLAY A"
60 PRINT "DECIMAL POINT TO INDICATE"
70 PRINT "CENTS."
80 PRINT "FOR AMOUNTS OVER $1.00,"
90 PRINT "THE COMPUTER WILL DISPLAY A"
100 PRINT "DOLLAR SIGN ($). YOU MUST"
110 PRINT "ADD THE DECIMAL POINT AFTER"
120 PRINT "THE DOLLAR AMOUNT."
130 FOR DLAY=1 TO 2500
140 NEXT DLAY
150 FOR C=1 TO 9
160 CALL COLOR(C,16,2)
170 NEXT C
180 FOR G=104 TO 136 STEP 8
190 CALL CHAR(G,"FFFFFFFFFFFFFFFF")
200 NEXT G
210 CALL SCREEN(2)
220 CALL COLOR(10,11,11)
230 CALL COLOR(11,15,15)
240 CALL COLOR(12,15,15)
250 CALL COLOR(13,6,6)
260 CALL COLOR(14,8,8)
270 PRINT "PENS NIKS DIMS QUARTS H-DOL"
      .....
280 REM PLACE PENNIES
290 RANDOMIZE
300 P=INT(RND*5)
310 IF (P<0)+(P>5)THEN 290
320 IF P<>0 THEN 350
330 PENCNT=0
340 GOTO 330
350 PENCNT=P
360 FOR R=1 TO P
370 GOSUB 1030
380 NEXT R
390 REM PLACE NICKLES
400 RANDOMIZE
410 N=INT(RND*5)
420 IF (N<0)+(N>5)THEN 400
430 IF N<>0 THEN 460
440 NICHT=0
450 GOTO 380
460 NICHT=N*5
470 FOR R=1 TO N
480 GOSUB 1130
490 NEXT R
500 REM PLACE DIMES
510 RANDOMIZE
520 D=INT(RND*5)
530 IF (D<0)+(D>5)THEN 510
540 IF D<>0 THEN 570
550 DIMECNT=0
560 GOTO 510
570 DIMECNT=D
580 FOR R=1 TO D
590 GOSUB 1200
600 NEXT R
610 REM PLACE QUARTERS
620 RANDOMIZE
630 Q=INT(RND*4)
640 IF (Q<0)+(Q>4)THEN 620
650 IF Q<>0 THEN 680
660 QUARTCNT=0
670 GOTO 620
680 QUARTCNT=Q
690 FOR R=1 TO Q
700 GOSUB 1200
710 NEXT R
720 REM PLACE 1/2 DOLLARS
730 RANDOMIZE
740 H=INT(RND*2)
750 IF (H<0)+(H>2)THEN 730
760 IF H<>0 THEN 790
770 HCENT=0
780 GOTO 730
790 HCENT=H
800 FOR R=1 TO H
810 GOSUB 1040
820 NEXT R
830 TOTAL=PENCNT+NICHT+DIMECNT+
      QUARTCNT+HCENT
840 IF TOTAL>99 THEN 870
850 $$="."
860 GOTO 830
870 $$="$"
880 TOTAL=TOTAL/100
890 PRINT "TOTAL"
900 PRINT "AMOUNT"
910 IF ANCH=1 THEN 1060
920 IF ANCH=TOTAL THEN 960
930 CALL SOUND(100,110,0,-1,0)
940 EXT=INT(1)
950 IF EXT=1 THEN 970
960 PRINT "CH/STRTK TOTAL"
970 GOTO 830
980 FOR S=110 TO 990 STEP 110
990 CALL SOUND(-10,8,0)
1000 NEXT S
1010 CALL CLEAR
1020 TOTAL=0
1030 CN=""
1040 CNT=0
1050 GOTO 270
1060 CALL CLEAR
1070 PRINT "GOOD BYE"
1080 END
1090 REM SOUND DATA
1100 CALL SOUND(100,110,0,-1,0)

```

```

1260 REM QUARTER GRAPHICS
1270 CALL HCHAR(R*4,15,128,5)
1280 CALL HCHAR(R*4)+1,15,128,5)
1290 CALL HCHAR(R*4)+2,15,128,5)
1300 CALL HCHAR(R*4)+3,15,128,5)
1310 CALL HCHAR(R*4)+4,15,128,5)
1320 CALL HCHAR(R*4)+2,17,81)
1330 RETURN
1340 REM 1/2 DOLLAR GRAPHICS
1350 CALL HCHAR(R*5,21,136,7)
1360 CALL HCHAR(R*5)+1,21,136,7)
1370 CALL HCHAR(R*5)+2,21,136,7)
1380 CALL HCHAR(R*5)+3,21,136,7)
1390 CALL HCHAR(R*5)+4,21,136,7)
1400 CALL HCHAR(R*5)+5,21,136,7)
1410 CALL HCHAR(R*5)+6,21,136,7)
1420 CALL HCHAR(R*5)+3,24,72)
1430 RETURN
1110 CALL HCHAR(R*4)+1,2,104,3)
1120 CALL HCHAR(R*4)+2,2,104,3)
1130 CALL HCHAR(R*4)+1,3,80)
1140 RETURN
1150 REM NICKEL GRAPHICS
1160 CALL HCHAR(R*4,6,112,5)
1170 CALL HCHAR(R*4)+1,6,112,5)
1180 CALL HCHAR(R*4)+2,6,112,5)
1190 CALL HCHAR(R*4)+1,6,73)
1200 RETURN
1210 REM DIME GRAPHICS
1220 CALL HCHAR(R*3,12,128,2)
1230 CALL HCHAR(R*3)+1,12,128,2)
1240 CALL HCHAR(R*3,13,68)
1250 RETURN

```

PROGRAMMING THE TI
=====

The creative juices started flowing around 11:00PM on February 27th. I created the following program from scratch using the design of a Program that came from the NATIONAL CENTER FOR PUBLIC DOMAIN SOFTWARE. They were kind enough to provide our schools with some APPLE™ software. Thanks for the inspiration!!

This Program is for those of you with children who need a little extra help in the coin counting area. The program will RUN in either BASIC or EXTENDED BASIC.

The coin graphics although not as good as TI could make them are proportional in size to the real things. The dimes are the smallest made up of four squares.

The Pennies are slightly larger than the dimes but, not as large as the nickles and so on...

In the Program the computer may or may not display a certain coin based on the RANDOMIZE statement. If the RANDOMIZE statement returns a zero the Program will move on to the next set of coins.

Although it is very improbable the computer may not generate any coins. The chances of this happening are extremely small. If this should occur however all you need do is enter a zero (0) at the DECIMAL POINT PROMPT and run the Program again. By the way, you may enter a zero (0) at anytime if you wish to QUIT the Program.

After you type in the Program be sure you SAVE it before you RUN it so that if something locks up you will still have the Program. When you RUN it this is what should happen.

- 1) A short pause while the computer examines the Program.
- 2) The screen will clear (CALL CLEAR does this).
- 3) The title of the Program COUNTING MONEY will appear.
- 4) A brief explanation of how to enter your answers will appear.
- 5) The screen and letter colors will change.
- 6) The words for the different coin denominations will scroll up the screen.
- 7) Some graphics for the different coins will appear.
- 8) You will hear a BEEP and see either a DECIMAL POINT (.) or a DOLLAR SIGN.
- 9) You must now add up the value of the coins displayed and enter your answer. If you count more than a dollar, don't forget to put the DECIMAL POINT in before you enter the amount of CENTS.
- 10) Enter a zero at the BEEP to end the game.

Well, have fun and I hope this program will be of interest to you. I had fun writing it. If you have any questions about this Program or it's modification I can be reached at 1-324-1508.

From the library of the T.I.S.O.W.N. (and you know he's brief!!!)



EDMONTON USERS GROUP
P.O.B. 11983
EDMONTON, ALBERTA
CANADA

T5J-3L1