(089
99C4

THE TACOMA INFORMER

Published by The TACOMA 99ers USERS GROUP
P.O. BOX 42383 -- TACOMA, WA 98442

Volume 6 APRIL 198[illegible] No. 4

Letter from the President

The elections are finally over and the new officers are:

President: Frank L. Ashburn
Vice President: Tom King
Treasurer: Ben Anstey
Secretary: Joe Nolland
Librarian: Bob Haun

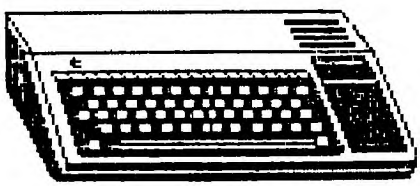
Spring is here and we will have more people showing up for the computer room and we will need more volunteers.

We need to plan for the next swap-meet. We will need people to go up with us and things to sell.

The annual 4-H Eastside fair will be on Sat. June 3rd. we will be setting up two tables one table for the computers and one table to sell cotton candy. We will need people to run them.

We need to plan for the next recruitment drive.

Till Next Time
Happy Computing
Frank L Ashburn



TIGERCUB TIPS
by Jim Peterson

TIPS FROM THE TIGERCUB

#50

TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST $1.00 EACH!, plus $1.50 per order for cassette or disk and PP&M. Minimum order of $10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, $1.00 which is deductable from your first order.

Tigercub Full Disk Collections, reduced to $5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!
TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION GAMES, REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

NUTS & BOLTS DISKS
These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLs available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 108 subprograms, 10 pp. of documentation. NUTS & BOLTS #3 has 140 subprograms and 11 pp. of documentation. NOW JUST $15 EACH, POSTPAID.

TIPS FROM THE TIGERCUB
These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.
TIPS (Vol. 1) contains 50 original programs and files from Tips newsletters No. 1 through No. 14. TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24. TIPS VOL. 3 has another 62 from Nos. 25 through 32. TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW JUST $10 EACH, POSTPAID.

****
* NOW READY *
* TIPS FROM TIGERCUB VOL.5 *
* Another 49 programs and *
* files from issues No. 42 *
* through 50. Also $10 ppd *
****

TIGERCUB CARE DISKS #1,#2,#3 and #4. Full disks of text files (printer required). No. 1 contains the Tips news letters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for $5 each postpaid.

This educational program is a much expanded version of a routine I published before.

```
100 DIM M$(100)
110 GOTO 150
120 S,K,A$(),J,M$(),Y$,Z$,Z,
X,ING$,A,AN$
130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL ING ::
CALL HCHAR
140 !@P-
150 CALL CLEAR :: FOR S=0 TO
12 :: CALL COLOR(S,2,8):: N
EXT S :: CALL SCREEN(5):: DI
SPLAY AT(3,1):"LEARNING TO "
"ING"" IT  V.1.1"
160 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(5,1):"
@ Tigercub Software 1987 for
free distribution - no price
or copying fee to be charged
"
170 CALL KEY(3,K,S)
180 A$(1)="No, if the word d
oes not end in B, D, G, M, N
, P, R or T you always just
add ING"
190 A$(2)="No,if the last le
tter is not E and the next-t
o-last     letter is not a v
owel,     just     add     ING"
200 A$(3)="No, if the word h
as two     vowels just befor
```

```
e the last letter, just  add
ING"
210 A$(4)="No, if a word end
s in B, D, G, M, N, P, R  or
T with one vowel (but not tw
o vowels!) just before it, y
ou must     double the  last
letter and add ING"
220 A$(5)="No, if the word e
nds in IE, change the IE  to
Y     and     add        ING"
230 A$(6)="No, BE is an exce
ption    to     the    rules,"
240 A$(7)="Some dictionaries
give EYING but EYEING is be
tter"
250 A$(8)="No, if a word end
s in E (ex-cept BE and words
 ending in IE,OE,UE AND YE)
you must drop the E and add
ING"
260 A$(9)="No, if the word e
nds in EE, or OE or UE, just
add ING"
270 A$(10)="No, QUIP, QUIT a
nd QUIZ are exceptions to th
e rule.     Double the  last
letter    and     add     ING."
280 FOR J=1 TO 100 :: READ M
$(J):: NEXT J
290 FOR J=1 TO 100 :: Y$=Y$&
CHR$(J):: NEXT  J  ::  Z$=Y$
300 DISPLAY AT(3,1):"":"":""
:" Type the word with the
 correct ING suffix"
310 RANDOMIZE :: Z=INT(RND*L
EN(Z$)+1):: X=ASC(SEG$(Z$,Z,
1)):: Z$=SEG$(Z$,1,Z-1)&SEG$
(Z$,Z+1,255):: IF  LEN(Z$)=0
THEN Z$=Y$
320 CALL ING(M$(X),ING$,A)
330 DISPLAY AT(12,1):M$(X)::
 ACCEPT AT(12,15):AN$
340 CALL HCHAR(15,1,32,280):
: DISPLAY AT(10,1):"" ::  IF
AN$=ING$ THEN DISPLAY AT(10,
10):"CORRECT!" ::  GOTO  310
350 DISPLAY AT(15,1):A$(A):"
":"The word is ";ING$ :: GOT
O 310
360 !@P+
370 DATA LODGE,BUY,HOPE,QUIP
,TITHE,WISH,CUT,DRIVE,SEE,EY
E,GO,CRY,TRY,AGREE,QUIT
380 !@P-
390 DATA BOIL,COOL,HURT,BUTT
,CAGE,BE,ROVE,PITY,SAVE,COOL
,RULE,MEASURE,TUNE,RAVE
400 DATA RUN,BEG,STOP,THINK,
ERR,BORE,TEAR,BAR,CARE,BARE,
BEAR,LET,QUIZ,HOOT,HEAT,COME
410 DATA DREAM,TAKE,FRY,CADD
Y,FLEE,HOE,SEW,TRIP,HOPE,RIG
,DRAG,SUE,KNEE,BOO,BABY,NURS
E,CRUISE
420 DATA LIE,TIE,DIE,BELIE,V
IE,DODGE,LIVE,DRIVE,LOVE,LEA
VE,HUM,HOP,BEG,BEGIN,BOMB,BO
B
430 DATA ADD,AID,BAT,BOAT,PR
AY,LAY,QUOTE,SNORE,STARE,HIR
E,FIRE,LINE,CRY,SAY
440 DATA BOOGIE,RAGE,RATTLE,
GRATE,LEAVE,STRIVE,DRAW,WRIT
E
450 !@P+
460 SUB ING(M$,ING$,A):: E$=
SEG$(M$,LEN(M$),1):: F$=SEG$
(M$,LEN(M$)-1,1):: A$="ING"
:: C$="BDEGMNPRT" :: V$="AEI
OU"
470          GOTO          500
480 C$,E$,ING$,M$,A$,A,V$,F$
490 !@P-
500 IF LEN(M$)=4 AND SEG$(M$
,1,3)="QUI" THEN ING$=M$&E$&
A$  ::  A=10  ::  SUBEXIT
510 IF POS(C$,E$,1)=0 THEN I
NG$=M$&A$ :: A=1 ::  SUBEXIT
520  IF  E$="E"  THEN  550
530 IF POS(V$,F$,1)=0 THEN I
NG$=M$&A$ :: A=2 ::  SUBEXIT
540 IF POS(V$,SEG$(M$,LEN(M$
)-2,1),1)<>0 THEN ING$=M$&A$
 :: A=3 :: SUBEXIT ELSE ING$
=M$&E$&A$ :: A=4 ::  SUBEXIT
550 IF F$="I" THEN ING$=SEG$
(M$,1,LEN(M$)-2)&"YING" :: A
=5 :: SUBEXIT ELSE IF F$="E"
 OR F$="O" OR F$="U" THEN IN
G$=M$&A$ :: A=9  ::  SUBEXIT
560 IF M$="BE" THEN ING$="BE
ING"  ::  A=6  ::  SUBEXIT
570 IF M$="EYE" THEN ING$="E
YEING"  ::  A=7  ::  SUBEXIT
580 ING$=SEG$(M$,1,LEN(M$)-1
)&A$ :: A=8
590 !@P+
600 SUBEND
```

I still have a sort of an old-fashioned idea that the computer can be a useful educational tool -

```
100 CALL CLEAR :: FOR  SET=0
TO 12 :: CALL COLOR(SET,2,8)
:: NEXT SET :: CALL SCREEN(5
):: DISPLAY AT(3,6):"NOUN TO
 ADJECTIVE" :: CALL KEY(3,K,
S)
110 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(5,5):"
@ Tigercub Software":"":" Fo
r free distribution - no  pr
ice or copying fee to be  ch
arged."
120 DISPLAY AT(12,1):" One m
oment...loading      memory"
130 DATA ROGUE,ROGUISH,HOG,H
OGGISH,PIG,PIGGISH,SWINE,SWI
NISH,THIEF,THIEVISH,KNAVE,KN
AVISH,BRUTE,BRUTISH or BRUTA
L
140 !@P-
150 DATA FAME,FAMOUS,TUMULT,
TUMULTUOUS,RIOT,RIOTOUS,SCAN
DAL,SCANDALOUS,MOUNTAIN,MOUN
TAINOUS,ODOR,ODOROUS or ODOR
IFEROUS
160 DATA CAVERN,CAVERNOUS,VI
LLAIN,VILLAINOUS,DANGER,DANG
EROUS,PERIL,PERILOUS,ADVANTA
GE,ADVANTAGEOUS
170 DATA BARB,BARBED,FORK,FO
RKED,BORDER,BORDERED,WHEEL,W
HEELED,HUNGER,HUNGRY,ANGER,A
NGRY
180 DATA PARLIAMENT,PARLIAME
NTARY,PLANET,PLANETARY,LEGIS
LATURE,LEGISLATIVE,PARISH,PA
ROCHIAL
190 DATA CONGRESS,CONGRESSIO
NAL,ELEPHANT,ELEPHANTINE,FAN
TASY,FANTASTIC,BULL,BULLISH
200 DATA GIRL,GIRLISH,BOY,BO
YISH,BABY,BABYISH,AMATEUR,AM
ATEURISH,FEVER,FEVERISH,DEVI
L,DEVILISH,FOOL,FOOLISH
210 DATA OAF,OAFISH,SHEEP,SH
EEPISH,CHILD,CHILDISH or CHI
LDLIKE,VIRTUE,VIRTUOUS,PRIDE
```

```
,PROUD or PRIDEFUL
220 DATA HATE,HATEFUL,DOUBT,
DOUBTFUL,THOUGHT,THOUGHTFUL,
SHAME,SHAMEFUL,FEAR,FEARFUL,
SORROW,SORROWFUL
230 DATA WISH,WISHFUL,PEACE,
PEACEFUL,EVENT,EVENTFUL,TRUT
H,TRUTHFUL,SKILL,SKILLFUL,MA
N,MANLY
240 DATA WOMAN,WOMANLY,FATHE
R,FATHERLY,MOTHER,MOTHERLY,B
ROTHER,BROTHERLY,SISTER,SIST
ERLY
250 DATA NIGHT,NIGHTLY,HOUR,
HOURLY,MONTH,MONTHLY,ORDER,O
RDERLY,SERIES,SERIAL
260 DATA TIME,TIMELY,GRAVEL,
GRAVELLY,FRIEND,FRIENDLY,WOO
L,WOOLLY,YEAR,YEARLY,SOUTH,S
OUTHERN or SOUTHERLY
270 DATA NORTH,NORTHERN or N
ORTHERLY,WEST,WESTERN or WES
TERLY,EAST,EASTERN or EASTER
LY
280 DATA CHARITY,CHARITABLE,
TERROR,TERRIFIED or TERRIBLE
,HORROR,HORRIFIED or HORRIBL
E or HORRIFIC
290 DATA RAG,RAGGED,MILITARY
,MILITARISTIC,ART,ARTISTIC,C
AT,CATTY,DOG,DOGGY,FOG,FOGGY
,SUN,SUNNY
300 DATA BAG,BAGGY,LEG,LEGGY
,BOG,BOGGY,STUB,STUBBY,FUN,F
UNNY,FUR,FURRY,GUM,GUMMY,AVA
RICE,AVARICIOUS
310 DATA CLOUD,CLOUDY,RAIN,R
AINY,FLOWER,FLOWERY or FLORA
L,GREED,GREEDY,THIRST,THIRST
Y,AIR,AIRY,BUSH,BUSHY,FISH,F
ISHY
320 DATA SOUP,SOUPY,BLOOD,BL
OODY,FOAM,FOAMY,BEAD,BEADY,S
WAMP,SWAMPY,SILVER,SILVERY,C
OPPER,COPPERY,DUST,DUSTY
330 DATA DIRT,DIRTY,GUILT,GU
ILTY,SALT,SALTY,GRAIN,GRAINY
,OIL,OILY,TRICK,TRICKY,HILL,
HILLY,ROCK,ROCKY
340 DATA SAND,SANDY,SOAP,SOA
PY,SUDS,SUDSY,SILK,SILKY,WOO
D,WOODY,MODESTY,MODEST,PIETY
,PIOUS,DAY,DAILY
350 DATA TREE,TREELIKE,TOY,T
OYLIKE,FINGER,FINGERLIKE,SWA
N,SWANLIKE,WAR,WARLIKE,DISH,
DISHLIKE,PLATE,PLATELIKE
360 DATA SPOON,SPOONLIKE,BIR
D,BIRDLIKE,SNAKE,SNAKY,WIRE,
WIRY,BONE,BONY,SMOKE,SMOKY,F
LAKE,FLAKY
370 DATA NOISE,NOISY,BRINE,B
RINY,TASTE,TASTY,STONE,STONY
,WAVE,WAVY,GORE,GORY,PASTE,P
ASTY,BUBBLE,BUBBLY
380 DATA LABOR,LABORIOUS,ORN
AMENT,ORNAMENTAL,GOVERNMENT,
GOVERNMENTAL,CONTINENT,CONTI
NENTAL,MUSIC,MUSICAL
390 DATA MAGIC,MAGICAL,TOPIC
,TOPICAL,SENSATION,SENSATION
AL,LOGIC,LOGICAL,ALARM,ALARM
ING,ARTERY,ARTERIAL
400 DATA GOLD,GOLDEN,EARTH,E
ARTHEN,GLAMOUR,GLAMOURIZED,D
EPUTY,DEPUTIZED,ENERGY,ENERG
IZED,PART,PARTIAL,FIRE,FIERY
410 DATA ANGEL,ANGELIC,CHERU
B,CHERUBIC,BURDEN,BURDENSOME
,TROUBLE,TROUBLESOME,BEAST,B
ESTIAL
420 DATA HISTORY,HISTORICAL,
GEOGRAPHY,GEOGRAPHICAL,BOTAN
Y,BOTANICAL,BIOLOGY,BIOLOGIC
AL,LITURGY,LITURGICAL
430 !@P+
440 DIM A$(175),B$(175):: FO
R J=1 TO 174 :: READ A$(J),B
$(J):: Z$=Z$&CHR$(J):: NEXT
J :: Y$=Z$ :: RANDOMIZE
450 DISPLAY AT(7,1):"":"Type
 the adjective form of -":""
460 X=INT(RND*LEN(Y$)+1):: Y
=ASC(SEG$(Y$,X,1)):: Y$=SEG$
(Y$,1,X-1)&SEG$(Y$,X+1,255):
: IF LEN(Y$)=0 THEN Y$=Z$
470 DISPLAY AT(12,1):A$(Y)::
ACCEPT AT(12,14):Q$ :: IF P
OS(B$(Y),Q$,1)=0 THEN 490
480 DISPLAY AT(18,1):"":"" :
: FOR D=1 TO 100 :: NEXT D :
: DISPLAY AT(18,1):" That is
 the word in my     memory b
anks.":"" :: GOTO 460
490 DISPLAY AT(18,1):" The a
djective in my memory banks
is ";B$(Y):: GOTO 460
```

When one program is run from from another by RUN DSK.., the screen is not cleared, sprites are not deleted, and screen color, character definitions and sprite magnification are not returned to the default values. This can cause some strange results, which can be prevented by CALLing CLEARALL just before the RUN.

```
1000 SUB CLEARALL :: CALL CL
EAR :: CALL DELSPRITE(ALL)::
 CALL SCREEN(8):: CALL CHARS
ET :: CALL MAGNIFY(1)
1001 FOR CH=65 TO 90 :: CALL
 CHARPAT(CH,CH$):: CALL CHAR
(CH+32,"00"&SEG$(CH$,1,12)&S
EG$(CH$,15,2)):: NEXT CH
1002 CALL CHAR(96,"000201008
",123,"0018202040202018",124
,"00101010001010100030080804
0808300000205408")
1003 FOR CH=127 TO 143 :: CA
LL CHAR(CH,"0"):: NEXT CH ::
SUBEND
```

The routine in line 1001 can be used, by deleting the +32 if necessary, to modify some of the character sets on my Nuts & Bolts disks.

From an idea in a program by Ed Machonis, here is an improvement to my 28-Column Converter published in Tips #18. After line 160, insert

```
165 DISPLAY AT(20,1):"Tab se
tting? 1" :: ACCEPT AT(20,14
)SIZE(-2)BEEP:T
```

And change line 290 to -

```
290 PRINT #2:TAB(T);L$ :: S=
S+28 :: GOTO 410
```

MEMORY FULL! - Jim P.

Cassette Streamer Tape Program For The TI-99/4A

CS1*FINDEX-AN AUTOMATIC CASSETTE TAPE PROGRAM LOCATION SYSTEM
Review by Charles Good

This one is for cassette tape users and for those interested in unusual programming techniques. Have you ever wondered if it was possible to mark with software the position of a specific program on a cassette tape full of many programs and then have the computer search the tape from the beginning until the specific desired program is found? TI did once develope such a system for its 99/8 computer, but TI's WAFERTAPE drive was never released. Coleco ADAM computers sccessfully use such a system. Not so for the TI99/4A, according to many well respected comentators. I have read again and again in our exchange newsletters expert comment to the effect that with the TI there is no way to automatically, under software control, advance a long cassette tape to the exact physical location where a program starts. Well....., way back as early as 1983 Joseph E. Bartle of Parish NY wrote a TI BASIC program that does this for the TI! I recently acquired a copy 1985 update of Joe's CS1*FINDEX program (still entirely in TI BASIC with no assembly routines) and after removing a few bugs I am quite impressed with capability of this software.

CS1*FINDEX will do its stuff even if you don't have a printed list of which programs are on a program tape, even if you are using a tape recorder that does not have a numerical tape counter, and even if you are using a tape recorder that is not automatically controlled on/off by the 99/4A. CS1*FINDEX finds semiautomatically the exact location of a program on a long tape. The manual tape recorder operations required of the user are all prompted from the screen. If you are using a TI compatible recorder, CS1*FINDEX will advance the tape to your program's location after you press fast foreward, and then automatically stop the tape. If you are using a tape recorder that the TI cannot automatically turn on and off, CS1*FINDEX will turn the screen from green to yellow and finally to red to indicate when you should manually press cassette STOP once the location of your program has been reached. Neat!

With CS1*FINDEX you can create a catalog of up to 10 programs you want to put on one side of a C60 tape and put this catalog at the beginning of the tape. The catalog includes program name (up to 12 characters with spaces anywhere), and there is also provision for catalog to display a 12 chracter comment for each of the 10 programs. You can then put your up to 10 programs onto the tape, with CS1*FINDEX advancing the tape recorder to the correct tape location where you should SAVE CS1 each program. It is necessary to reload CS1*FINDEX for each of the programs you put on the tape. Thus, users with only a console/cassette system will appreciate the fact that CS1*FINDEX is designed to be small enough to load into the MINIMEMORY module with SAVE MINIMEM. Then each time you need to load CS1*FINDEX, all you do is type OLD MINIMEM, and CS1*FINDEX boots in a few seconds. Otherwise it takes about 90 seconds to load CS1*FINDEX from tape.

Later, when you want to use the tape you load CS1*FINDEX into the computer and then load the tape's catalog from CS1*FINDEX. From the catalog display you select the number of the desired program on the tape. You are then instructed to rewind the tape to the beginning and press FAST FOREWARD. CS1*FINDEX then advances the tape to the program's location, automatically stops the tape if you are using a TI compatible recorder, displays the name of your program on the screen, and informs you this program has been located. Then CS1*FINDEX BREAKs to command mode and allows *you to load* your program in the normal way by typing OLD CS1 and following all the usual screen instructions, except that you DO NOT again "rewind cassette tape". CS1*FINDEX can easily be modified in extended basic to load the located tape program into the computer from within CS1*FINDEX rather than from command mode. Change line 1770 to read RUN "CS1".

If you already have a printed list of each program on the tape and in which order the programs occur, you can bipass the catalog loading procedure. When you

RUN CS1*FINDEX your first option is "LOCATION SEARCH (Y/N)". From here you can use CS1*FINDEX to locate the first or second or third, etc, program on the tape without using time to boot the catalog.

What's the secret? How does CS1*FINDEX using only TI BASIC with no assembly routines do what all the experts say can't be done? Have you ever noticed how the tape recorder behaves when you read or write tape serial FILES (as opposed to PROGRAMS)? The recorder starts, reads in or writes what I presume to be a file header, then stops. Then the recorder starts again and reads or writes the first record and then stops. Then the recorder starts again and reads or writes the second record and then stops, etc, etc. The total number of start/stop cycles equals the number of records plus one. The computer controls the turning on and off of the tape recorder motor and IT DOESN"T MATTER TO THE COMPUTER IF THE RECORDER IS SET FOR PLAY OR FOR-FAST FOREWARD. When searching for a program, CS1*FINDEX writes a false file to the tape, turning the tape recorder motor on and off several times as this file is written. The tape recorder is set for FAST FOREWARD rather than for RECORD as this file is written, so the tape never receives any data. The computer cannot directly sense that the tape is not getting any data, so the computer continues to turn the recorder motor on and off as it writes its fake file to the tape. When turned on, the tape advances very rapidly because the recorder is set for FAST FOREWARD. A tape file designed to write up to 10 records with a record length of 192 will go through up to 11 start/stop sequences on a C60 tape before the tape is completely wound up on the take up reel. This is how CS1*FINDX locates physical blocks of tape space in which to insert programs, and can later find a specific program located at any one of these physical blocks of tape space. The first block (corresponding to the false file's header) is where the catalog is stored, and the next 10 blocks (each corresponding to a false file record) are where the programs are stored. Enough space is included in each of the program storage blocks to store the largest possible tape PROGRAM.

LIMITATIONS: 1--You can't use CS1*FINDEX with already existing program filled tapes. The spacing of the programs on the tape won't be right. You need to load programs onto your program storage cassette tapes using CS1*FINDEX. 2--Problems may occur if different tape recorders are used to store and later play programs. If the FAST FOREWARD speed of the two recorders differs very much CS1*FINDX will not correctly find the location of the desired program. 3--There is only room for a short program in the last (10th) program block before the tape runs out.

The author of CS1*FINDEX has written some rather wordy documentation files to explain the use of CS1*FINDEX. These files are in PROGRAM format so that they can be loaded from tape and read by console/cassette-only users. In general most users can play around with the program and figure out how to use it without these docs. A sample tape program finding catalog is printed below as is the CS1*FINDEX program listing (checksums added using EZ-KEYS PLUS) with permission of the author Joseph E. Bartle. It is released to the TI community as FAIRWARE. If you like it, send whatever you think it is worth to Joe at the address in the REM statements at the beginning of the program. Joe has other fairware offerings. Write or call him for details. User groups, not individuals, may obtain a copy of CS1*FINDX and the above mentioned doc files by sending a disk and paid return mailer to the Lima User Group, P.O. Box 647, Venedocia OH 45894

SAMPLE FINDEX CASSETTE CATALOG

CATALOG

NUM	PROGRAMS
1	3D TICTACTOE
2	BASEBALLSTAT
3	DRAW
4	FUNHOUSE
5	MEMORY JOB
6	SPELL QUIZ
7	GOLFHANDICAP
8	LIGHT YEARS
9	PHOTO DIARY
10	REMARKS!

Editors Note: CS1*FINDEX is in the club's library.

FOUR-A/TALK
by Bill Gaskill

FOUR-A/TALK

Random ramblings about things TI.

by Bill Gaskill

March 1989

DISCOVERIES:

I received a call from Ed Edwards of the Cedar Valley 99ers in Cedar Rapids, Iowa the other night. Ed was calling on behalf of Jim Reiss, author of the excellent software program TYPEWRITER that is distributed by Asgard Software. The jist of the conversation involved Jim's concern over my comment in the January '89 Four-A/Talk article about TYPEWRITER not being compatible with any of the loaders I had except the E/A module. After some investigation and experimentation Ed and I discovered that the incompatibility occurred only when running Menu V6.4 on my Horizon Ram Disk. After installing JJ's V7.3 ROS, which I had simply been too lazy to do in the past, I discovered that TYPEWRITER worked flawlessly. So the message I would like to convey to all who read Four-A/Talk is that TYPEWRITER DOES work properly with all loaders available, including the John Johnson loader from the Horizon Ram Disk, FunnelWeb, E/A, Barry Boone's XB/EA loader etc. It does not work with the ROS that comes with Menu V6.4 for the Horizon Ram disk. Sorry Jim!

Along the same lines, I also received a letter from Chris Bobbitt of Asgard Software suggesting that the ROS may be the problem. But the real meat of the letter contained some interesting information about Jim Reiss and the future of his contributions to the 4A community. According to Chris, he met Jim on CompuServe some months ago and discovered that Jim, who is an under-graduate at Cornell University, was looking for a short project involving the TI-99. Since Chris had a few in mind the relationship was off and running. TYPEWRITER apparently is only the first (but hopefully not the last) Jim Reiss product that we will see. I also discovered from Chris' letter that TYPEWRITER will be available in module form shortly and will be introduced in the March 1989 Triton catalog. I hope that we provide the support needed to keep Jim and others with his kind of talent interested in writing for our community.

OTHER DISCOVERIES:

Jeff Bunting of the Roanoke Valley 99ers Box 12522 Roanoke, Va. 24012 has written an assembly language cryptogram solver that you may purchase for a $5 ShareWare fee. Jeff gives credit to Leonard Morgan Jr., Barry Traver and Wayne Stith for help with the project. I am not familiar with Leonard Morgan, but everyone knows who Barry Traver is of course and Wayne Stith is fast becoming another of the movers and shakers in the community. His KwikFont tutorial stands out as the best novice's introduction to assembly language programming I have ever seen, and now he has introduced TRIAD, the disk manager, text editor and telecommunications package rolled into one. The end result of the collaboration for the Cryptogram solver is a neat looking program. If you are a cryptogram buff, you need Jeff's offering.

Mike Wright, 45 Centerville Drive, Salem, New Hampshire 03079 has produced a booklet that is a must for every 99er. It is over 40 laser prnted pages listing 99/4A books and their descriptions, disk, tape and module software produced by TI, the 1983 price list for 99/4A products before the bailout, information on the Valu-Paks TI offered and more. I picked up my copy at the Fest-West for $5.00. I would guess that you can order yours from Mike for $5.00 plus around $2.00 more to cover the cost of packaging and mailing. It is a superb $7.00 investment.

TI-BASE:

Alan Coleman of Cincinnati, Ohio, who does his computing on the 9640, wrote me a few weeks back asking for some help on a student grading program he was trying to write in TI-Base. The task that he wanted to accomplish was two-phased. First it involved entering five different grades in a record then summing them, dividing the results to get an average and then storing the average in a seperate field in the same record as the original five grades. The second part involved entering five quiz scores into a record along with two test scores. Alan then wanted the quiz scores summed and averaged and the

results placed in a seperate field within the same record just as he did on the first part of the task. But then, the average of the five quizzes and the two test scores also had to be summed and averaged and the results of that computation written to a seperate field in the same record. It was a fun challenge that turned out quite nice. About a dozen TI-Base command files were used to create a menu-driven system to get the job done. Alan was quite pleased and was gracious enough to send me a few dollars for my time and effort, which I REALLY appreciated. Thanks Alan!

Anyway, out of the entire effort came a command file for TI-Base that builds a MENU that I thought I would share with you, since menus are always a useful tool in any computing environment. The file that follows is actually an abbreviated version done so to save space. But the concept and technique used are what's important. The menu can be expanded to include many more options.

In the MENU the CHOIRENT, CHOIRUPD, GMUSENT and GMUSUPD names listed after the DO statements are other TI-Base command files that are "RUN" by the menu. Each of those command files end with a RETURN that causes the MENU file to be re-RUN upon exiting any of the menu options. Any number keyed in that is outside of the valid options listed causes the MENU file to be executed again, so you can't make a mistake that will crash the file.

```
* menu

SET TALK OFF
SET RECNUM OFF
SET HEADING OFF
CLEAR
LOCAL A C 2
WHILE A <> "0"
CLEAR

WRITE 2,8 "      MAIN
SYSTEM MENU"
WRITE      3,8      "
----------------"
WRITE 5,8  "1 - Enter
Choir                data"
WRITE 6,8  "2 - Update
Choir                data"
WRITE 7,8  "3 - Enter
Gmusic data"
WRITE 8,8  "4 - Update
Gmusic data"
WRITE 9,8 "0 - Exit"
WRITE  19,6  "Selection
Number:"
READSTRING 19,18 A
IF A = "0"
CLEAR
RETURN
ELSE
DOCASE
  CASE A="1"
    DO CHOIRENT
    BREAK
  CASE A="2"
    DO CHOIRUPD
    BREAK
  CASE A="3"
    DO GMUSENT
    BREAK
  CASE A="4"
    DO GMUSUPD
    BREAK
  CASE 1=1
    REPLACE A WITH "X"
    BREAK
  ENDCASE
  IF A<>"X"
  CLEAR
  ENDIF
ENDIF
ENDWHILE
RETURN
```

FEST-WEST '89:

I spent a weekend in San Diego February 18-19 at the beautiful Clarion Hotel, meeting scads of neat people at the 1989 version of Fest-West. What a great time! If you have never been to any of the major TI faires like the TICOFF in New Jersey, the Chicago Faire in Illinois or the Fest-West which is always somewhere in the western states each year, you really should go to one. Aside from the fabulous products and seminars available, you will usually rub shoulders with most of the movers and shakers in the TI community. Many of them were in attendance at Fest-West '89. Regena, Barry Traver, Steve Mehr and Roger Merritt from Comprodine, Terrie Masters and Fred Moore from the LA Users Group, Jerry Price from Tex Comp, Tom Freeman and Jim Lohmeyer from T and J Software, Rich Carroll from DIJIT, Mike Wright representing Peter Hoddie's Genial Computerware, John McDermott from Rave99, Ray Kazmer of WoodStock fame, T.A.P.E. with their innovative mouse system and other goodies for the 99 was there as were B.J. and Jack Mathis from the SouthWest 99ers in Tucson. The Mathis family members were featured in the December 1988 edition of PC Computing magazine in a marvelous article about orphaned computers entitled "Gone But Not Forgotten".

As an information item for you PR BASE V2.1 users, Jack Mathis has re-written the PR BASE utilities programs by John Johnson to work with the Mike Dodd V2.1 version. If you are

interested in procuring a copy write to Jack care of the Southwest 99ers, Box 17831 Tucson, Az. 85730. Jack is an up and coming assembly language programmer who I hope to hear more from in the future.

I never asked about the actual attendance figures, but I can reasonably say that attendance was well into the hundreds. It was so neat to be apart of it all. Fest coordinator Woody Wilson even let me give a seminar on TI-Base on Saturday afternoon. Other seminars were given by Regena, Barry Traver and Woody himself. The Fest was sponsored this year by the Southern California Computer Group, Box 21181 El Cajon, Ca. 92021. Thanks to the ladies and gentlemen of the SCCG for their hard work and excellent organization. It was a GREAT event! There is talk already of Fest-West '90 taking place in Tucson. I hope so. I've never been to Tucson and I can't think of a better excuse to go than a TI Faire.

COMPRODINE:

Comprodine is an acronym for COMputer PROgrammers DIstribution NEtwork. The firm is owned by Rodger Merritt and Steve Mehr. Thanks to the programming wizardry of Rodger and the marketing where-with-all of Steve, the company offers some of the neatest graphics oriented software ever produced for the 99/4A. Besides the PRINT-IT program I already own from them, I was able to pick up Form Shop, Jiffy Card and Jiffy Flyer. If you ever need to produce professional printed material for any purpose, Comprodine is the company to contact. If you are a Computer Shopper subscriber you can read all about Form Shop in the February 1989 edition in the TI Forum column authored by Barry Traver. Comprodine's address is 1949 Evergreen Ave., Fullerton, Cal. 92635.

TRIVIA:

Talk about off-the-wall trivia! Did you know that California Dreamers Inc., Chicago, Illinois 60610, produced a beautiful greeting card that features the beige version of the 99/4A console on the front of the card, with a message inside the card that reads, "I'd love to program your software"? Unreal! The layout was designed by Jim Lienhart, who may be a 99er, but it is not a name that I have ever seen anywhere. The card is copyrighted 1984, which means it was done after the "bailout" by TI. Wonder why he chose our machine? Glad he did at any rate.

MICROdex for TI-Base:

In the January '89 Four-A/TALK I introduced the MICROdex program and data base for publications referencing. This time I am going to tell you about MICROdex for TI-Base.

Because I find TI-Base to be the most powerful and flexible data base management system available for the TI, and because there are over 1000 copies of it out there in the community already, I have written the MICROdex library files in TI-Base format. This means that TI-Base owners can now have access to the thousands of indexed items that are found in the MICROdex libraries. The MICROdex for TI-Base system contains TI-99/4A indexes for 99er/Home Computer Magazine, Compute! magazine, MICROpendium and miscellaneous files for Enthusiast 99, Super 99 Monthly, The Smart Programmer and others.

MICROdex for TI-Base is entirely menu driven with no command file programming required. It performs some of the fastest searches available in any 99/4A data base and supports both displayed and printed output. If you have ever read something on the 99/4A or Geneve and wanted to find it again, this is the tool for you. Aside from being an excellent reference library, it also gives you a host of TI-Base command file examples that you can modify for other uses. MICROdex for TI-Base will be available through Texaments in the next couple of weeks. Look for it.

NEXT MONTH:

Myarc's HFDC card is discussed. Until then...

TACOMA 99ERS
USERS GROUP
P.O. BOX 42383
Tacoma, WA 98442

MEETINGS ~ 1st and 3rd THURS. ~ 8 p. m.

South End Post Building - 402 E. 56th Street - Tacoma, WA

For More Information Call 474-7310