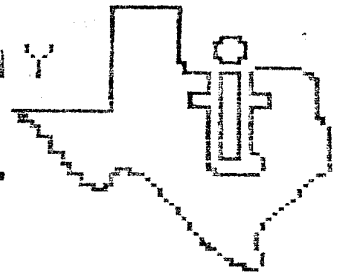


# GREATER TAMPA BAY

## TI USER GROUP

SEPT 1988



\*\*\*\*\*

NEXT MEETING SEPT 5 '88 AT 7:00 PM

\*\*\*\*\*

Greater Tampa Bay TI User Group meets in Brandon Fla. on the first and third Tuesday of each month at Brandon High School in room 352.

The first Tuesday of the month is the general business meeting and to show off new hardware or software programs.

The third Tuesday is set aside for special interest group. If you have a problem with either hardware or software, this is the meeting to come to.

\*\*\*\*\*

### Officers

President: Tom Austin

654-3680

Vice President: Paul Wiese

985-1048

Librarian: Herman Nieuwendaal

962-1857

Secretary: Brenda Burwell

886-5942

Treasurer: Judy Chandler

935-2694

Editor: Robert Barnes

533-2275

\*\*\*\*\*

### \*\*\*\* TI HEAVEN \*\*\*\*

Clubs BBS 8/N/1

2400/1200/300 Baud 24 Hrs

PC Pursuit: Accessible FLTAM

Sysop: Gary Sweers

813-654-titi (8484)

\*\*\*\*\*

### \*\*\*\* CY SWAP SHOP \*\*\*\*

2400/1200/300 Baud 24Hrs 8/N/1 Sysop: Cy Leonard

PC Pursuit Not Accessible but well worth the cost to sign on.

813-725-4568

\*\*\*\*\*

THINKING OUT LOUD

by: Robert E. Barnes

Well folks, sorry but this is gonna be a short column this month. I have not really had much time to devote to the newsletter nor to my family for that matter these past 3 - 4 weeks. My dad has kinda kept me on my toes trying to help him and my mom ever since his surgery. He has a big place and it needs lots of care along with all the other things he can't do now for himself.

And that is why there is not going to be a THIS 'N THAT column this month. But I hope the other columns will make it up to you.

There are many of you that do not have modems and there is often times some good information to be derived from TI-HEAVEN. With that in mind, I took the liberty of saving some of the message files and compiled them into an article that I thought some of you might enjoy. Not only that, I took the liberty of taking over Gary's column, HEAVENLY GATES, to print the message files in. Sorry Gary.

One other thing, I made the same mistake last month that I made a few months back. The cover date of last months newsletter is August but, you might have noticed the date at the top of each page said May. I think I have devised a way to prevent that from happening again. (I hope) Anyway, get out your pen again and scratch the May and write in Aug so you will not be confused by the incorrect date. Sorry bout that folks....

PRESIDENTIAL RAMBLINGS

by: Tom Austin

Well folks, here we are coming up on another meeting and the question that comes to my mind, is where did the

summer go? This also means that most of our summer no shows will be back in the area and attending the meetings again. I was on vacation during the last of July and the first week of August and can honestly say I didn't miss a one of ya. I hope everyone is ready to get down to some serious computing. For those of you who haven't been here or missed most of the summer meetings, the trend has been sort of back to basics. There are alot of new people in the group and they were wanting to keep the discussion simple and get their skills up to speed, so the meeting have been focused on helping those people do just that. I want to stress that I want to hear from all of you as to what you want to do at the meetings. What programs do you want to see demonstrated, and what do you want discussed that will help you get more use out of your II. Herman will be demonstrating one or two of the programs from the library, of which he is choosing the ones he thinks you want to see. Look at your library listing and if you see one you would like to see at a future meeting, just let me or Herman know and that will be one of the programs demoed. James McGlone asked to see the macro editor of Telco demonstrated and I will be attempting to show that off. Barry Boone's latest version of Archiver is out and it is super. Either Gary or myself will give a demo on that one. Just a reminder, the first meeting is the Swap/Sell/Barter/Trade meeting of two that are held each month. So whatever it is, bring it to the meeting and see who will scarf it up. Also, if you wish to advertize in the newsletter, feel free to do so. Remember, we mail out about 100 newsletters every month to other user groups, so your add may be seen all across the country by many other TI'ers, so be sure to include your address and phone number. In fact, I have my Paradyne 1200 baud modem for sale for \$50. That includes the power supply and instructions. I will have it at the meeting, so bring you money.

Well, enough of my chatter. I hope everyone had a great summer and I look forward to seeing all of you at the next meeting. That's all for this newsletter. Don't forget to bring your hardware, software, etc. to sell. And remember folks, "IT'S YOUR CLUB!", it needs your support to make it a good club. You can do that by attending meetings, paying your dues, and giving your elected officers your input on what you want your club to do.

The Librarian

by: Herman Nieuwendaal

September is upon us now and I for one am looking forward to the cooler weather!

Here are the programs I have added to the library for this month. Hope you see something that gets your attention.

Disk #128 is called simply GEE. It is a graphics programming language actually called "G". This program provides us with a new way to create artwork and graphics on the screen. According to the docs, this language is simple enough for beginners yet challenging enough for experienced programmers.

Disk #129 is a genealogy records keeping program. It does not provide any info on how to go about collecting family history, but supplies you with a handy method of saving that information once you have collected it.

Disk #130 is POWER-UP. A general purpose program loader. It can load practically any type of program file. It also allows you to redefine the lower case characters to true lower case and set the screen colors permanantly to white on blue or white on black.

Disk #131 is a collection of short program files written in c99. Both the source code and compiled program is supplied. The program set is designed to help the beginner get

started with this programming language, which is gaining recognition in the computer world.

Disk #132 is another one for you game buffs. It's the 99/4A version of Monopoly. It's for 2 or three players, and there are docs supplied with the program.

Disks #133 and #134 are printer pictures. There are 17 pictures on PRINTART1 and 21 pictures on PRINTART2. A short XB program is provided to print out the pictures or they can be printed out with the TI Writer editor.

That's it for this month. Remember, as always, support your club by buying disks from the library, and by all means, compensate the Fairware authors for the software you like and use.

=====

TI BITS Number 9

By Jim Swedlow

=====

[This article originally appeared in the User Group of Orange County, California ROM]

#### CUSTOMIZING FUNNELWRITER - PART II

This month we will talk about modifying the User List. You will need a disk sector editor. DISK UTILITIES is recommended, but you can use any editor that will print sectors. This material applies to Version 3.3 of FUNNELWRITER.

If you load FUNNELWRITER from Extended Basic, there are two User Lists. The first one is the one you can access from the initial menu. This User List is embedded in the LOAD program. Customizing it is fairly well documented. For Assembly Language programs, set K as 3 for Memory Image or Program files and 4 for Load and Run or Display Fixed 80 files. Don't resequence the LOAD program as it is an Assembly Language shell.

The other User List is accessed from the central FUNNELWRITER menu. If you

keep pushing 5, number 2 will become User List. When you opt for that, FUNNELWRITER loads the User List defined in a file called UL. This option will allow FUNNELWRITER load up to 7 Assembly Language programs. You have to modify UL to include those programs you want. I currently have it load TURBO COPY, SPELL CHECK and DISK COPY (a broken track copier).

A word about disk space. My system has double sided, single density drives. This allows me to have a number of programs on the FUNNELWRITER disk and use it not only as a substitute for the TI Writer module but as a loader for various Assembly Language programs. Even with DSSD, however, I couldn't fit all of the SPELL CHECK files on the disk. I renamed UTIL1 to SPELL and put it on the FUNNELWRITER disk. After it loads, it asks you to push ENTER to load UTIL2. At that point I swap disks and run the Spell Check program.

Most, but not all, Assembly Language Programs will work within the FUNNELWRITER environment. You should make sure that the ones you opt for will function before modifying UL.

**WARNING:** If you are new to using a sector editor (or even if you aren't) FIRST make a copy of your FUNNELWRITER disk. Do all of these mods on the copy. Then, if something goes wrong, all you messed up was the copy. Keep the original working copy until you have fully tested the copy.

Now on to customizing UL. First, print the file. It is two sectors long. Most of the first sector is Assembly Language code. At the end of the first sector you will see:

SCREEN ENTRIES-->>

Following that you will see the space for the first menu line at the bottom of the first sector and the remaining menu lines at the top of the second sector. The numbers 1 thru 8 (8 is

BACK - to return you to the FUNNELWRITER menu) are already there. You need to use your sector editor to enter the program names and types. Here is an example:

```
3220 2054 5772 6279 2020 2020 2003
      2   T ur bo
```

The first line is in HEX. HEX 20 is the character for SPACE. Note the 03 at the end of the line. This tells FUNNELWRITER that this is a Program File. Had it been Load and Run (DF80), the last HEX value would have been 04. It is easier to enter the program name in ASCII mode and the file type in HEX mode.

Next, you need to tell FUNNELWRITER the name of the file on the FUNNELWRITER disk. These are at the bottom on the second sector of UL. They follow this:

<<--FILE-NAMES-->>

The entry for TURBO COPY is:

```
0A44 534B 312E 5455 5242 4F20 2020
      D SK 1. TU RB 0
```

The 0A at the beginning is the length of the name in HEX (10 for those of you with ten fingers). The DSK1. is followed by 10 spaces (HEX 20). You can enter any file name you want. I didn't show the remaining spaces above, but they are in UL.

#### COMPUTERIZED COUPONS

My wife is, among many other things, a dedicated grocery coupon user and a limited computer user. I thought to bring these two together. Unfortunately, coupons do not lend themselves to computerization. It would take more time than it was worth to input them. What was really needed, however, was a container to keep the little buggers sorted by type. We had tried (and abandoned as hopeless) commercial coupon holders, shoe boxes, 3x5 card boxes, envelopes

and a host of other containers. The solution came from the computer world: disk boxes! We now have two 100's and a 50 - they work like a charm.

=====  
A Review of Achiver 3.01 by Tom Austin  
=====

For all of you that are interested, I just finished testing the speed of Barry's new version of Archiver and it is impressive. Keep in mind that I was doing all of this between ramdisks to minimize the time to finish the tests. I used a file uploaded by Bob Barnes called Genealogy. It was 205 sectors and had been arched and compressed using version 2.4 I believe, because when I used version 3.01 to do it the finished file was

191 sectors. To put Bob's file into usable condition took version 3.01 35 seconds (all times are rounded off), and version 2.4 57 seconds. I then went the other way and version 3.01 took 66 seconds to give me an arched and compressed file all in one step while version 2.4 took 87 seconds. Keep in mind version 2.4 is a two step process and I did not take into account the time it took to set up the separate archiving and compressing steps. The times I have given are just what the programs took to do the actual archiving and compressing. You can calculate what the increases in speed would be for yourself, but if you archive alot, the time savings will be significant. The program is very straight forward and simple to use, it is all menu driven. My one complaint would be about the disk

manager functions that Barry has included. That part is a bit tedious to use. He could make that part much easier to use by using a similar format to DM 1000 or DSKU for doing such things as deleting, protecting and un-protecting, renaming a file, and other disk managing steps. That is my only complaint and it is a small one. Barry Boone has really out done himself, and I personally want to thank him for making the TI world a better place to compute in.

Editor's note: If you should obtain a copy of Barry's Archiver III, please, please support him and his hard work by getting your contribution in the mail right now while you are thinking about it.

GREATER TAMPA BAY TI USERS LIBRARY

New Additions Updated:08/19/88

This is a list of new disks that have been added to the club's library in the last month. Any updates to existing programs are also listed here.

in file number indicates ARC'ed files

-----  
PRINTART1 A collection of printer  
XB134A2 pictures including PacMan  
631 sectors MickeyMouse PinkPanther  
022 files Pluto. 21 in all.  
-----

PRINTART2 17 More printer pictures  
XB133A2 including CharlieBrown  
720 sectors Dragon FlyingAce AndyCapp  
018 files and Enterprise.  
-----

TI99-DPOLY TI version of Monopoly  
XB13261 for 2-3 players. Hours of  
349 sectors fun. Docs included.  
010 files  
-----

C-TUTORIAL Several sample files in  
TF131U1 C designed to help you  
352 sectors learn to program in this  
045 files language. Docs.  
-----

POWER/UP This is a menu/loader  
XB130U1 program that will allow  
314 sectors you to load just about  
015 files any type file. Also define  
true lower case chars.  
-----

GENEALOGY A record keeping system  
EA129U2 for your family tree.  
384 sectors Docs.  
008 files  
-----

GEE A graphics programming  
XB128U1 language. Displays art  
225 sectors on the screen through  
013 files program commands. Docs.  
-----

=====

"A Poor Man's Loader"

by: Paul E. Scheidemantle

=====

From what I've seen over the years, most people I know have had a tendency to rely on extendedbasic loaders written by others. Unfortunately with little understanding of what goes on inside the program... So when they have a special problem, such as mixing xbasic programs with alot of files and/or programs with there own loaders, and programs that are made-up of multiple programs... with I running the other. They're usually forced to keep them on separate diskettes. Even though I do use the special type loaders that read the disk directory and then display the contents on the screen for your selection (I even wrote one of these myself 'SUPERLOADER'), I still find myself constantly writing a LOAD program for disks where the only thing I want on the screen is the Name of the program and a way to run it with a single key stroke! So I thought I'd sit down and write myself a generalized loader that can be modified easilly and shared with others with the same kind of problems that I have! Listed here and hopefully explained as best as possible is a simple loader that can be modified for most disks holding xbasic and even option #5 E/A type programs. Note that the option #5 programs themselves must have xbasic loaders!

One of the first things to do when combining these files on to one diskette is checking to make sure that there will be no duplication of filenames! You may have 5 or 6 programs that you would like to put on the same disk but... they all have a load program. No problem! Just change the name of the LOAD program to something else! I would suggest using a name that fits in with that set of files and yet you will still recognize it as the load program, for example changing the name of say TI Artist's loader to "RUNARTIST" and so on. Next

you would install the loader listed below and make a few minor changes that I'll describe. At that point you've combined the programs and saved yourself disk space at the same time! Now to the program! In lines 100 and 110 we start with a simple remark statement. What the program is and who wrote it! Normally I would have also at this point have included version numbers, date, and possibly running information such as REQ'D: Xbasic or REQ'D: Xbasic/32k and so on!

100 ! Simple Loader Call Keypress  
Demonstration  
110 ! By Paul E. Scheidemantle

Line 120 clears the screen and sets the screen color to light green. Usually pleasant to the eyes... but any color here would have done as long as it wasn't black.

120 CALL CLEAR :: CALL SCREEN(4)

This segment of the program is the main menu. Line 130 is just to help divide up the program into readable segments. While line 140 is a work-horse line! Here we do what is called a 'RESTORE', this causes all data in the program data statements to be restored so that it can be read from the 'TOP' (meaning the 1st DATA statement in the program). Data in this case is read from 'TOP TO BOTTOM' - 'LEFT TO RIGHT'. Next the 'READ B' Reads the number of Menu items to place on the screen from line 160. Now with this information we can use a loop 'FOR A=1 TO B' to read the program names ('A\$') and display them on the screen. Here in the DISPLAY AT routine has been added a simple way of giving you/and displaying a keystroke char 'CHR\$(A+64)' the char you'd get if you add 1+64 would be 'A', and the CHR\$ command converts a ASC char number to a string. The '' is used here to add strings together! So when we read the first 'A\$', which would be "EXIT PROGRAM" and add the "A" and the string " - " to it we get "A - EXIT PROGRAM" as the string to be displayed

on the screen at 'A' (row) height and in column #4. From here we keep going until the value of 'A' is greater than the value of 'B', and then leave the loop! Also inside the loop we setup a string 'B\$' to store the keystrokes that can be used to make selections and is used in line 200.

```
130 ! MENU
140 RESTORE :: READ B :: FOR A=1 TO
    B :: READ A$ :: DISPLAY AT T(A,
    4):CHR$(A +64)" - "A$ :: B$=B$&
    CHR$(A+64):: NEXT A
150 ! SAVE # PROGRAMS (+1 for EXIT)
    IN THIS DATA STATEMENT!
160 DATA 5
170 ! PLACE NAMES OF PROGRAMS HERE!
180 DATA EXIT PROGRAM,BATTLE SHIP,
    LEMONDROP TREE,MANHOLE, STAR GA
    LLERY
```

Now we proceed on to line 190 to display a question on the bottom of the screen! Pretty straight forward. Line 200 is special CALL statement which is defined as a SUBPROGRAM at the end of the program. I'll explain the values used in the statement, but will discuss the subprogram later! The values are 24 = the row and 23 = the column that I want display a character on, B\$ = the chars that are acceptable, 66 = ASC value of the "B" the first runnable program on the disk (a default value), and RK = the return ASC key that is pressed! Line 220 again a simple statement 'ON RK GOTO', based on the value of 'RK' it will goto to the line specified by the number. For example lets say RK=3, it would go to the third line number listed. Here is where we take action... and 'Run or Exit' the program in lines 220 thru 280. Line 230 shows a "QUIT MESSAGE" and ask if you are sure? Again we use the CALL KEYPRESS routine. Lines 250 thru 280 are used to place the 'RUN' command with the disk number and program name!

```
190 DISPLAY AT(24,1):"      YOUR CH
200 D&C:KEYPRESS(24,23,B$,66,RK)
210 ! ADD LINE # OF NEXT PROGRAM TO
    BE RUN IN LINE 220 SUCH AS 281,
```

```

282,283,ETC!
220 ON RK=64 GOTO 230,250,260,270,280
230 DISPLAY AT(24,1):" QUIT ARE YOU SURE: (Y/N)" :: CALL KEYPRESS(24,29,"YNyn",89,RK) :: IF RK=89 OR RK=121 THEN CALL CLEAR :: END ELSE 190
240 ! PLACE RUN STATEMENTS HERE CONSECUTIVELY!
250 RUN "DSK1.BATTLE"
260 RUN "DSK1.LEMONDROP"
270 RUN "DSK1.MANHOLE"
280 RUN "DSK1.STARGAL"
290 END
    
```

Now finally we get to the SUB PROGRAM

'KEYPRESS'! To start with line 300. All the letters in between the() have a purpose and lets look at them! Bye-the-way they are called 'parameters'! The parameters become necessary when you want to pass information back and forth between the main program and a Subprogram! So here I wanted a single call key statement that could not only check the keyboard for a response but display a character or a default character and check for an acceptable responses! To get a char on the screen and make it flash I had to rotate between a space char and a default one. So it was necessary to pass this information to the routine as well as pass the key value back to the program. So... ROW = screen row, COL = screen coloun, CHK\$ = acceptable string info, DC = default character, and RK = return key value.

```

300 SUB KEYPRESS(ROW,COL,CHK$,DC,RK)
    
```

Line 310. Here we check the keyboard to see if a key has been touched, display the 'SPACE' char. and if no key is pressed then display the default char. and repeat until a key is pressed.

```

310 CALL KEY(3,RK,S) :: CALL HCHAR(ROW,COL,32):: IF S=0 THEN CALL HC HAR(ROW,COL,DC):: GOTO 310
    
```

Line 320, using the 'POS' function here we can check key response against

the CHK\$ (with the <ENTER> key value added so that if you just press enter... it will respond as if you pressed a correct key). This is done by checking to see if one string (in this case the key pressed 'RK' converted to a char string) is found in the CHK\$ starting at the first location in the string. If there is no match then 'X' is set to '0' and you are returned to the call key routine. If 'X' is any other char it is checked to see if it was the enter key (13) if so it then changes RK (both key pressed/and return key)

value to equal the DC value... So that on the following line 330 the

correct charcater may be displayed provided it is a char between 32 and 127! Finally line 340 relinquishes control and returns you to the main program.

```

320 X=POS(CHK$CHR$(13),CHR$(RK),1):: IF X=0 THEN 310 ELSE IF RK=13 THEN EN RK=DC
330 IF RK>31 AND RK<128 THEN CALL HC HAR(ROW,COL,RK)
340 SUBEND
    
```

(Ed. note: Next month I will print part 2 of this article. The title is "Sprucing It Up")

=====
HEAVENLY GATES
by: SYSOP
=====

The following are a few of the interesting messages that appeared on TI-HEAVEN BBS recently. I am reprinting them here for those of you that do not have modems. Hope you enjoy these and maybe learn a little and MAYBE get the desire to get your own modem and join us on TI-HEAVEN.

To : ROBERT E. BARNES
From : PAUL WIESE
Title: RAMCARD?

Robert this RAMCARD is the Horizon Raddisk with the new 384k of memory...

This Ramcard was alot easier to build (even if I left off two wires).. but the cost now is \$300
The only thing about the hard drive is disk is all electronic, no moving parts.....

To : ALL
From : CY LEONARD
Title: BBS'ing of the future

Too bad non-modem user's won't see this, but might be something for your newsletter.

Dateline: Miami August 6, 1988

Parents soon will be able to double-check their childrens' claims of "no homework tonight" via a computer link to a middle school. Cutler Ridge School Principal John Moore says the school's computer system will be posting home- work assignments on a BBS. Parents will be able to check the assignments through a computer at the Cutler Ridge Mall or by linking through a home computer. (Cont'd)

To : ALL
From : CY LEONARD
Title: MODEM (cont'd)

Part 2: (Cont'd)
The system aims to help parents who get home from work too late to check their childrens' homework assignments with the school, said Moore. He didnt accuse students of lying, but said, "there may be some creative thinking going on in explaining to parents what they're supposed to do." The system won't cost the school anything because it will use existing software or donated equipment, he said. Students were not pleased to learn about the computer service. "I think it stinks," said one eighth-grader. "My Mom's going to go over to the Mall, then I'm going to get punished if I didn't do my homework, which I don't do anyway."

Interesting, huh? Big Brother is watching...

--> CysDP <--

To : ROBERT E. BARNES
From : TOM AUSTIN
Title: RAMCARD?

Bob, from what I have read about the Myarc HD/FD controller, I would wait a while before I ordered one. Not all the bugs are worked out of it yet.

Tom

To: TOM AUSTIN
From: ROBERT E. BARNES
Title: RAMCARD?

Thanks Tom for the input. I really love my HRD's and would not trade them for anything (except for maybe an upgrade to 1 meg.)

Am not that serious about the HFDC at this time, but was curious about what others thought about it. I think it has to have some advantages over the HRD but, money is not one of them.

To : ALL
From : TOM AUSTIN
Title: IT'S FINALLY HERE

Well folks, "Do Not Disturb", or as GTE is calling it, "Cancel Callwaiting" is finally here, at least for some of us.

it. I have it fully operational with Telco, so I do not get bumped off line by callwaiting anymore. It is activated by dialing #70 and then the number you wish do talk to.

To: TOM AUSTIN
From: ROBERT E. BARNES
Title: IT'S FINALLY HERE

Tom, that sounds like something I will put in the next newsletter to get the word out. What say??

P.S. Tom threatened to fire me from my job as editor if I didn't put the word out. So, I guess my job is safe, for a while anyway huh Tom, huh, huh? <grin>

MEETING RECAPS

by: Brenda Burwell

Its was a dark and stormy night. ....literally. The rescheduled meeting at the Fort Brooke Bank opened at 7:00 pm with 11 in attendance altho it swelled to about 17 before the rain let up.

Our treasurer says you can read her report elsewhere in this newsletter.... so there. Our librarian was not in attendance, so we kinda played the meeting by ear.

Paul took a console apart and cleaned the cart port while at the same time spouting forth on various and sundry topics all related to the TI and its enviorment all this prior to the main demo which was Paul's all new 1988 384K ram disk. Poor fella doesn't even have half full.

There was not just a whole heap of organization to this meeting because of the change of meeting place and lack of members...the storm really was tremendous, but we got a chance to throw out to the others those nagging questions and problems that somehow seem to crop up now and then. In my opinion, this was one of the more productive meetings we have had in a long time because almost all of the members of the group contributed to the discussions and everyone got something from it.

TREASURER'S REPORT
AUGUST, 1988
By Judy Chandler

Table with financial data: AUGUST INCOME (Library Sales \$4.00, Interest on Checking 4.68, Supercart Orders 30.00, TOTAL INCOME \$38.68), AUGUST EXPENSE (Service Charge \$7.50, P. Weise-Postage 25.00, G. Sweets-Reimb.- Postage, Phone, Elec. 68.01, TOTAL EXPENSE \$100.51), AUGUST CASH ON HAND \$906.48