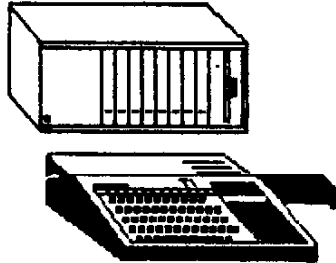


# THE BREAD BOARD

OFFICIAL NEWLETTER OF THE  
TIDEWATER 99/4 USER GROUP INC.  
Post Office Box 1935  
Newport News, VA. 23601



TI-99/4A

Non Profit Organization  
U. S. POSTAGE PAID  
GRAFTON, VA 23692  
Permit No. 61

JUNE 1986  
VOL 5 No. 6

A Non-Profit Virginia Corporation  
dedicated to educating and  
enlightening TI-99/4 users  
to the full potential  
of home computing.

DALLAS TI HOME COMPUTER  
1221 MOSSWOOD  
IRVING, TX 75061

Return Requested

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\*\*\*\*\*

## IN THIS ISSUE

**MEETINGS NOTICE:** The Southside Chapter meets every first and third Tuesday of each month at E.C.P.I. (Electronic Computer Programming Institute) located at 3661 East Virginia Beach Blvd. at Ingleside Ave. Educational classes start at 6:30 pm in room 206 followed by the regular meeting and discussion groups at 7:30 pm. For June, circle the 3rd and 17th on your calendars for meeting nights.

PENINSULA CHAPTER NEWS.	Officers Reports.	Page 2
SOUTHSIDE CHAPTER NEWS.	Officers Reports.	Page 3
MORE COLORS . . . . .	Barry Ensley . . . . .	Page 3
BASICALLY BASIC . . . . .	Newt Armstrong . . . . .	Page 7
Quick Reference Sheet . . . . .	PUGET SOUND 99'ers . . . . .	Page 8
TIPS FROM THE TIGERCUB No 34.	Jim Peterson . . . . .	Page 4
COMPUTER ETIQUETTE . . . . .	Mel North . . . . .	Page 6
LOCAL BBS . . . . .	Peninsula Phone Numbers	Page 6

The Peninsula Chapter meets every second Tuesday of each month at Warwick High School, 51 Cleveland Lane, Room 220-22. Formal meetings begin at 7:30 pm, with informal discussion before and after the meeting. Library is open to members during informal sessions. For June, the regular scheduled meeting is June 10th.

## A WORD ABOUT YOUR ADDRESS LABEL

If there is an asterick before your name, your membership dues are due. If there are two astericks, your are seriously in arrears. Three astericks, and your mailing label went in the trash instead of on your newsletter. Please keep your membership current.

## PUBLICATION NOTICE:

THE BREAD BOARD is published monthly by the officers of THE TIDEWATER 99/4 USERS GROUP for distribution free to its members only. There are no subscription fees and not available for sale. Entered as third class postage at Grafton, Va. under permit No 61. Reviews of products are the opinion of the contributing individual and may not reflect the views of the group, or its officers. A favorable review is not an endorsement, nor does the group, its officers and/or editors assume any liability for omissions or unfavorable reviews. Contrasting opinions are solicited and will be published if acceptable. Any rebuttal or contrasting view received and deemed unacceptable or not published due to space requirements, etc., will be acknowledged in the newsletter with information on how to obtain a copy (usually a return addressed envelope with proper postage.) Contributions in the form of reviews, articles, short original or public domain programs and/or classified items should be submitted to any club officer at any regular meeting (or within one week thereafter) for publication in the next newsletter.

P=M=Q=R=A=M N=O=T=I=U=E

Our program for June will be How to Enter an Assembly Language Program . . . by a non-A/L programmer. Barry Ensley has prepared this topic on how to use the Editor/Assembler package to enter, assemble, and debug Assembly Language programs designed to be called from the Extended Basic environment. This is not a tutorial on Assembly Language, but a demonstration on just how easy it is to key in A/L programs and use them in Extended Basic programs.

If you have Extended Basic, Disk Drive, and 32K, you don't need to own the E/A package. All you need is the freeware program that is in the library, called FUNLWRITER.

NOTES FROM THE PRESIDENT:

Three topics: Last Saturday's get-together; treasury's status; and The Great Computer Versatility Challenge and Public Exhibition! The get-together hosted by our chapter on May 24th at the York Library on Rt. 17 marks the first occasion that the general membership of both chapters were in attendance since our unification. Ten were there from our chapter and four from Southside. We had three computers, our library and a lot of personal software. Lots of interaction and a real good show.

As of Saturday seven old members have paid their dues, boosting our treasury to the point where we were able to pay Ken Woodcock for the disk drive we bought from him and which he installed so neatly in our PE box free of charge. Thanks for this bargain, Ken! As it now stands our treasury can support our share of the newsletter at the agreed \$40/month for three more months. This means we need 36 more people to pay dues at \$10/year to stay solvent for the following 9 months, or an equivalent income. If you want to continue receiving the newsletter, please remit your dues. The cutoff date for our chapters is next month. If you can't attend a meeting just mail your dues to the address on the front page ASAP. The Peninsula Chapter hereby extends an invitation to all persons not members of the Southside Chapter to join us, even if you do not live in our area. You can be a member and receive the newsletter for just \$10.

Back to an old theme for me. Believing that the TI99 is the most versatile of computers, I suggest that we hold in some public place such as a shopping mall The Great Computer Challenge in which versatility is the criteria for a winner. This would require several (half dozen or more) TI booths. It would also require the best of our members ability in diverse fields such as computer arts and sciences as well as more practical applications such as business, school and home uses. Each team member should become expert in some publicly appealing demonstration to be on the Tidewater club's team. Maybe chapter teams could be formed to provide interannual competition before we show the

rest of the world what Tidewater PEers can do. The purpose of all this effort is to promote the TI99 computer and our club and, incidentally, increase the value of your computer.

Jim Trant

Graham Kraker. We now have a PE box with disk drive and hope to see some growth in our software library. There have been a number of FAIRWARE programs added in the past few months.

Earl Andrews

NOTES FROM THE VICE PRESIDENT

This month I have some good news and some bad news: the good news--I intend to resign. You won't have to put up with me after this month. I will be moving this summer and just won't have the time to properly devote to this office. The bad news (which helped bring this decision to a head) is the delay in this month's newsletter. At our get-together Saturday, May 24--the deadline for newsletter materials, in order to be printed and mailed by Wednesday--I had received none of the officers reports from neither chapter nor any reader contributions. The monthly Tips from the Tigercub had not been received, and it seems the correspondence we sent out during the past two months had been ignored. This included two letters each to both TRITON and TENEX, we had given up on our efforts to get a reply from UNISOURCE and solicited outside help from the proper authorities, and even here we have received no reply. For one with ulcers and supposedly living in a stress-free environment, this is an added aggravation I can live without. I do wish to express my appreciation to everyone who has made suggestions, contributed time and effort in service on committees to get it all together. Thanks and apologies are offered this month to Craig and Sue Miller of Miller Graphics--thanks for the use of the video tape, and apologies for not getting to our mailbox more frequently, requiring a second mailing.

Don Andrews

TREASURER'S REPORT

Reported Last Month . . . . \$139.03  
Income (Dues & Newsletter) . . . . 90.00  
Expenditures . . . . . 125.42  
-----  
Cash Balance on Hand. . . . \$123.61

for Brad Long  
by Jim Trant

SECRETARY'S REPORT

It seems between Jim and Don, everything needed saying has been said! May's meeting was called to order by the president promptly at 7:30 p.m. May 13. Minutes of the last meeting and treasurer's report were accepted as appeared in the newsletter. While May was our membership month, we only had five members pay their annual dues, with a couple of more making the payment at the get-together held Saturday, May 24. Both meetings were a success, with winners of the door prizes including Barry Ensley (a box of ten disks) Ken Woodcock (book titled "How to Feel at Home with a Home Computer"), Jim North (a book on Trivia Data Base, and a TI User's Guide was won by Allen Leibrand. Everyone who attended was a winner of a good time! For our regular meeting, we were treated to a video cassette featuring the

T-E-L-E-C-O-M-M-U-N-I-C-A-T-I-O-N-S

There are many of you out there with experience in the use of your TI to talk with the outside world. Trading programs with others, chatting on a bulletin board or signing on to an information retrieval service such as Comp-U-Serve, The Source GENie, Viewtron, MOI Mail, and others that are added regularly for example, is not new to you. But for some, the only "action" we get out of the computer is what we load into memory by means of a tape, disk drive, or module. This past month I learned of an offer by CITIBANK of a \$50 or \$100 rebate on a Hayes Modem if you sign up for their banking service (that's right! You no longer have to go to the nearest Bank Machine or call the customer service department for your balance, or transfer funds). You may do your banking and manage your accounts with your stock broker right from your TI-99/4 console. They may have a way to go to get the cash advances to come out of the speaker synthesizer, but with being able to direct payment to anyone you desire, who needs the greenbacks? I checked with most of the local banks and none of them offer this service (yet), and North Carolina National Bank of Charlotte says they have discontinued it already. If this sounds like something you would like to pursue, or more information, you may call the following:

BANK	SERVICE	800 PHONE NO
BANK ONE	APP. USE	800-740-1547
CHASE MANHATTAN	SPECTRUM	822-7756
CHEMICAL BANK	PRONTO	782-1100
CITIBANK	DIRECT ACCESS	800-3386
NFS, HANOVER	EXCEL	648-7038

Fees for the service vary as do the services offered. Some banks even have optional services available including brokerage accounts. The offer for the modem ends this month, so if you've been waiting for the right time to get on line with the world, don't pass this one by. Call any of the above banks (or you may find some I missed) for the service that meets your needs. I will bring the brochures I received to the meeting and will also have some information on GENie and some printouts from the TI FORUM of Comp-U-Serve courtesy of Ken Silver. If you haven't sampled GENie you may do so by calling 1-800-636-8367 and typing "MMH" when connected. Then use the password "XJMI99,GENIE" at the "M" prompt. Another service you may not be familiar with is FC Permut. If you are spending more than \$25 a month in long distance phone calls with your favorite BBS or database, they may save you money. A call to their customer service at 1-800/362-4215 during business hours will get you complete information.

Don Andrews



TIPS FROM THE TIGERCUB

#34

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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 130 original programs in Basic and Extended Basic, available on cassette or disk, only \$3.00 each plus \$1.50 per order for PPM. Entertainment, education, programmer's utilities.

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Tips from The Tigercub, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, just \$15 postpaid.

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Nuts & Bolts (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloder, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. All for just \$19.95 postpaid.

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postpaid, or both Nuts Bolts disks for \$37 postpaid.

Tigercub Full Disk Collections, just \$12 postpaid! Each of these contains either 5 or 6 of my regular \$3 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 - my own programs on these disks are greatly discounted from their usual price, and the public domain is 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'S GAMES
MORE GAMES
WORD GAMES
ELEMENTARY MATH
MIDDLE/HIGH SCHOOL MATH
VOCABULARY AND READING
MUSICAL EDUCATION
KALEIDOSCOPIES AND DISPLAYS

For descriptions of these send a dollar for my catalog!

While they last, and the supply is limited, I will sell a single Texas Instr. cassette interface cable for \$2.00 with any order for cassette software.

My sincere apologies for a serious goof in the Sort Watcher program in Tips #33. The GOSUB in line 120 should go to line 1020, not 32767! Also, in line 210 please change the 920 to 930.

Steven Shouse of TIRUG sent this improvement to the GRAPHPAGE in Tips #33 -
100 OPEN #1:"DSK1:GRAPHPAGE"
,OUTPUT :: PRINT #1:TAB(4);R
PT#(" ",75):: FOR J=57 TO 1

STEP -1 :: J=STR\$(J)

The 99/4A National Assistance Group (which is a commercial enterprise, not a user's group, although they charge a fee to "join"), sells public domain programs at \$3.00 each - but you can't order individual programs, you have to buy a package deal.

I sell good copyrighted programs, written by myself, for \$3.00, I let you pick and choose, even just one program if you want. I don't pretend to be a user's group (I know that Tigercub often gets misspelled as Tiger Club but I can't help that!), and I don't charge you to "join".

The reason for these remarks is that one of the public domain programs sold by that group is listed as SAMARKAND. It may be only an odd coincidence that I wrote a random music composer entitled SONG OF SAMARKAND and put it in public domain because I didn't think it was worth selling. Anyway, if you want it, here it is.

```
100 CALL CLEAR
110 REM - SONG OF SAMARKAND
programmed by Jim Peterson -
Version 3
120 RANDOMIZE
130 CALL CHAR(94,"00")
140 CALL CHAR(95,"00")
150 CALL SCREEN(11)
160 PRINT "From the Third Mo
vement of*:*:" THE NEVER
-ENDING SONG*:*:*" b
y Enir Abdul Aziz*:*:*".....
....."
170 PRINT : : : : : : : :
: : : : :
180 FOR J=1 TO 23
190 CALL HCHAR(12,5+J,ASC(ISE
60("THE SONG OF SAMARKAND"
,J,1)))
200 NEXT J
210 CALL HCHAR(11,6,94,23)
220 CALL HCHAR(13,6,94,23)
230 H$="107EFF42668124C3DB66
5A18423C5AA542817E995A001800
24B0003C667E66668100243C0042
```

```
187E5AA53CC3427E3CB1817E5AE7
669924187E4299248081810BC3"
240 DIM N(30),S(21)
250 F=220
260 FOR J=0 TO 36
270 X=X+1+(Y=12)*12
280 IF (X=2)+(X=5)+(X=7)+(X=
10)+(X=12)THEN 310
290 Y=Y+1
300 N(Y)=INT(F*1.059463094^J
)
310 NEXT J
320 CALL HCHAR(1,1,32,320)
330 CALL VCHAR(1,31,95,96)
340 CALL HCHAR(24,1,95,64)
350 CV=2
360 K=0
370 K=K-INT(5*RND+1)+INT(5*R
ND+1)+(K>21)*2-(K<1)*2
380 IF (K<1)+(K>21)THEN 370
390 CALL SOUND(-999,N(K),#,#,N
(K)*CV,#,N(K)*3.75,30,-4,5)
400 X=INT(40*RND)
410 IF X>12 THEN 370
420 ON X+1 GOTO 430,490,540,
500,660,730,770,850,870,970,
990,1040,1060
430 IF INT(4*RND)<3 THEN 390
440 FOR T=K TO 20
450 CALL SOUND(-999,N(T),#)
460 NEXT T
470 K=1
480 GOTO 390
490 FOR T=K TO 1 STEP -1
500 CALL SOUND(-999,N(T),#)
510 NEXT T
520 K=T+1
530 GOTO 390
540 FOR T=K TO 1 STEP -1
550 CALL SOUND(-999,30000,30
,30000,30,N(T)*3.75,30,-4,0)
560 NEXT T
570 GOTO 370
580 FOR TT=K TO K-INT(5*RND+
1)STEP -1
590 IF TT<2 THEN 370
600 FOR T=1 TO INT(7*RND+3)
610 CALL SOUND(-999,N(TT),#,
N(TT)*2,0)
620 CALL SOUND(-999,N(TT)*1.
03,0,N(TT)*2.06,0)
630 NEXT T
640 NEXT TT
650 GOTO 370
660 FOR T=K TO K-INT(3*RND+3
)STEP -1
670 IF T<2 THEN 370
680 FOR D=0 TO 15 STEP 2
690 CALL SOUND(-999,N(T)*2,D
,N(T)*3,D,N(T)*3.75,30,-4,0)
```

```

700 NEXT D
710 NEXT T
720 GOTO 370
730 FOR I=1 TO 15
740 CALL SOUND(-999,N(X),0,N
(16-X),0,N(1),30,-4,3)
750 NEXT X
760 GOTO 370
770 FOR T=K TO K-INT(4*RND+1)
STEP -1
780 IF T<2 THEN 370
790 CALL SOUND(100,N(T),0,N
(T)*2,0,N(T)*3.75,30,-4,5)
800 FOR TT=N(T) TO N(T)-1 STEP
-10
810 CALL SOUND(-999,TT,0,TT*
2,0,TT*3.75,30,-4,5)
820 NEXT TT
830 NEXT T
840 GOTO 370
850 CALL CHAR(32,SEG$(M$,INT
(57*RND+1)*2-1,16))
860 GOTO 370
870 IF INT(4*RND)<3 THEN 390
880 CALL SOUND(-3000,N(K),0,
N(K)*2,0,N(K)*3.75,30,-4,0)
890 FOR J=1 TO INT(5*RND+5)
900 S(J)=INT(21*RND+1)
910 NEXT J
920 CALL SOUND(-1,3000,30)
930 FOR T=1 TO J-1
940 CALL SOUND(-999,N(S(T)),
0,N(S(T))/1.68,0,N(S(T))*3.7
5,30,-4,0)
950 NEXT T
960 GOTO 370
970 CALL CHAR(95,SEG$(M$,INT
(57*RND+1)*2-1,16))
980 GOTO 370
990 IF INT(4*RND)<3 THEN 390
1000 FOR J=220 TO 660 STEP 2
0
1010 CALL SOUND(-999,J,0,800
-J,0,N(12)*3.75,30,-4,0)
1020 NEXT J
1030 GOTO 370
1040 CALL CHAR(32,"0")
1050 GOTO 390
1060 CV=CV+(CV=2)/2-(CV=1.5)
*.5
1070 GOTO 370

```

If you are trying to exchange newsletters and are using the listings of user groups published by Texas Instruments and by others, you are finding that they are way out of date! Send me a disk and some return

postage - or just send \$1.50 - and I'll send you my address list of about 140 groups I exchange with. It is updated every month from return addresses on newsletters I receive.

For those of us who are still struggling along with one disk drive, this routine will transfer any number of D/V80 files, totalling up to about 42 sectors, from one disk to another in one pass, and will optionally save under changed names.

```

100 DIM M$(2000),F$(25),C$(2
5):: CALL CLEAR :: T=CHR$(1
)
110 DISPLAY AT(0,6):"TIGERCU
B FILEMOVER" :: DISPLAY AT(1
3,1):"PRESS ENTER WHEN FINIS
HED"
120 F=F+1 :: IF F>25 THEN 13
0 :: DISPLAY AT(12,1):"FILE
AME? DSK"&T$ :: ACCEPT AT(12
,14)SIZE(-12)BEEP:F$(F):: IF
F$(F)<>T$ THEN 120
130 F=F-1 :: FOR J=1 TO F ::
ON ERROR 260 :: OPEN #1:"DS
K"&F$(J),INPUT :: DISPLAY AT
(12,1):"READING "&SEG$(F$(J)
,3,255)
140 X=X+1 :: LINPUT #1:M$(X)
:: C=C+LEN(M$(X))
150 IF C>10000 THEN DISPLAY
AT(20,1):"INSUFFICIENT MEMOR
Y FOR "&SEG$(F$(J),3,255)::
GOTO 190
160 IF EOF(1)<>1 THEN 140
170 X=X+1 :: M$(X)=T$ :: CLO
SE #1
180 M=M+1 :: NEXT J
190 X=0 :: DISPLAY AT(15,1):
"" :: DISPLAY AT(12,1):"INSE
RT COPY DISK AND PRESS"ENT
ER"
200 CALL KEY(0,K,ST):: IF ST
=0 THEN 200 :: DISPLAY AT(13
,1):""
210 FOR J=1 TO W :: IF F$(J)
=CHR$(2) THEN 230
220 DISPLAY AT(12,1):"FILENA
ME? DSK"&F$(J):: ACCEPT AT(1
2,14)SIZE(-12)BEEP:C$(J)230
NEXT J :: FOR J=1 TO W :: IF
F$(J)=CHR$(2) THEN 250 :: OP
EN #1:"DSK"&C$(J),OUTPUT ::
DISPLAY AT(12,1):"SAVING "&S

```

```

EG$(C$(J),3,255)
240 X=X+1 :: IF M$(X)<>T$ TH
EN PRINT #1:M$(X):: GOTO 240
ELSE CLOSE #1
250 NEXT J :: END
260 ON ERROR STOP :: DISPLAY
AT(22,1):"CANNOT OPEN "&SEG
$(F$(J),3,255):: F$(J)=CHR$(
2):: RETURN 180

```

Here is a very ingenious idea published in the Corpus Christi UG newsletter by H. Macdonald. He could not find the author/newsletter which gave him the idea, so if you know, tell me and I'll print due credit.

I have modified it a bit. This short routine will load quickly and enable you to bypass loading and running the Menu Loader program on a disk when you already know the filename of the program you want to run.

```

Save the Menu Loader under the filename MENULoader and save this routine under the filename LOAD - be sure to save it before you try it, because it erases itself!
100 CALL INIT :: CALL LOAD(-
31006,16):: DISPLAY AT(12,1)
ERASE ALL:"RUN MENULoader? (
Y/N)"
110 CALL KEY(3,K,S):: IF S=0
THEN 110 ELSE IF K=70 THEN
130 ELSE DISPLAY AT(12,1)ERA
SE ALL:"LOADING MENULoader"
:: RUN "DSK1.MENULoader"
130 CALL CLEAR :: CALL LOAD(
-31952,55,215,55,215):: END

```

Here is one with a bit of a surprise at the end. Key the v,A in line 190 as FCTN V, CTRL comma, CTRL A.

```

100 CALL CLEAR :: CALL SCREE
N(16)
110 DATA B0C0A09080445269,00
000000007ED1,0103050911224
A96,000000010101000,21409C2
A492A1CC0,9999336600001024
120 DATA 0482395492543903,00
000000000000,00009800E7702
010,18244201423C0000,0F19030
7E1020400,000000FF00000000
130 DATA 000F13E620221D00,0C
FB34670A22DC00,014224FF,30DF

```

```

2CC641443000,00F0C06F0447007
F,000000FF01F901F9
140 DATA 00FF000000000000,00
FF000000000000,00FF0000000000
F3F,01FF01F9F9F9F9F9,00000000
00000000,00000000000000FF
150 DATA 0000000000000000,3F
3F3F3F3F3F3F3F,F9F9F9F9F9F9F
9F9,00000000E01C3AE2,9380FF,
FF00FF,E600FF0007000007
160 DATA 3F00FF00FF1900FF,F9
01FF00FF0744FF,1F000000FF3190
AFC
170 FOR CH=96 TO 129 :: READ
CH$ :: CALL CHAR(CH,CH$)::
NEXT CH
180 DISPLAY AT(1,14)ERASE AL
L:"ab" :: DISPLAY AT(2,13):
"cdefg" :: DISPLAY AT(3,14):
"hij" :: DISPLAY AT(4,12):"k
lanopq"
190 DISPLAY AT(5,12):"rsssst
u" :: DISPLAY AT(6,12):"vwxyz("
:: DISPLAY AT(7,12):"i
j)"^v,A" :: DISPLAY AT(9,12)
,"TIGERCUB"
200 DISPLAY AT(11,12):"SOFTW
ARE" :: DISPLAY AT(13,7):"15
6 COLLINGWOOD AVE." :: DISPL
AY AT(15,7):"COLUMBUS OH 43
213" :: CALL HIGHCHAR
210 GOTO 210
220 SUB HIGHCHAR :: FOR CH=3
2 TO 129 :: CALL CHARPAT(CH,
CH$) :: X$=SEG$(CH$,3,12)&SEG
$(CH$,13,4):: CALL CHAR(CH,X
$):: NEXT CH :: SUBEND

```

Thanks to Ramon Martinez in the Orange County UG news letter - a double NEXT is accepted if the pre-scan is turned off.

```

100 J=1
110 !@P-
120 FOR J=1 TO 100 :: IF J/1
0<>INT(J/10) THEN NEXT J ELSE
PRINT J :: NEXT J

```

A computer without a program is like a car without gas. If everyone who filled up at a self-service pump drove away without paying, how soon would all the gas stations be closed?

MEMORY FULL!  
Jim Peterson

# COMPUTER ETIQUETTE

By Mel North

The following are a few points of general BBS etiquette. If you wish to maintain your welcome on whatever system you happen to call, it would be to your advantage to observe these few rules.

1. Don't habitually hang up on a system. Every SYSOP is aware that accidental dis connects happen once in a while but we do get annoyed with people who hang up every single time they call because they are either too lazy to terminate properly or they labor under the mistaken assumption that the ten seconds they save online is going to significantly alter their phone bill. "Call Waiting" is not an acceptable excuse for long. If you have it and intend to use the line to call BBS Systems, you should either have it disconnected or find some other way to circumvent it.

2. Don't do dumb things like leave your self a message that says, "Just testing to see if this thing works". Where do you think all those other messages came from if it didn't work? Also, don't leave whiney messages that say, "Please leave me a message". If ever there was a person to ignore, it's the one who begs someone to leave him a message. If you want to get messages, start by reading the ones that are already online and getting involved in the conversations that exist.

3. Don't use the local equivalent of a chat command unless you really have some clear cut notion of what you want to say and why. Almost any SYSOP is more than happy to answer questions or offer help concerning his system. Unfortunately, because about 85% of the people who call want to chat, and about 99% of those people have absolutely nothing to say besides, "How old are you?", or something equally irrelevant, fewer SYSOPS even bother answering their pagers every day.

4. When you are offered a place to leave comments, when exiting a system, don't try to use this area to ask the SYSOP questions. It is very rude to the other callers to expect the SYSOP to carry on a half visible conversation with someone. If you have a question or statement to make and expect the SYSOP to respond to it, it should always be made in the section where all the other messages are kept. This allows the SYSOP to help many people with the same problem with the least amount of effort on his part.

5. Before you log on with your favorite pseudonym, make sure that handles are allowed. Most SYSOPS don't want people using handles on the system. There is not enough room for them, they get silly games of one-upmanship started, it is much nicer to deal with a person on a personal basis, and last but not least, everyone should be willing to take full

responsibility for his actions or comments instead of slinging mud from behind a phony name. When Signing on, why not sign on just like you would introduce yourself in your own society? How many of you usually introduce yourselves as JOE W. SMUTZ the 3rd or 4th?

6. Take the time to log on properly. There is no such place as RIV, HB, ANA, or any of a thousand other abbreviations people use instead of their proper city. You may think that everyone knows what RIV is supposed to mean, but every BBS has people calling from all around the country, and I assure you that someone from Podunk, Iowa has no idea what you're talking about.

7. Don't go out of the way to make rude observations like, "Gee, this system is slow". Every BBS is a tradeoff of features. You can generally assume that if someone is running a particular brand of software, that he is either happy with it or he'll decide to find another system he likes better. It does nobody any good when you make comments about something that you perceive to be a flaw when it is running the way the SYSOP wants it to. Constructive criticism is somewhat more welcome. If you have an alternative method that seems to make good sense, then run it up the flagpole.

8. When leaving messages, stop and ask yourself whether it is necessary to make it private. Unless there is some particular reason that everyone shouldn't know what you're saying, don't make them private. We don't call them Public Bulletin Boards for nothing, folks. It's very irritating to other callers when there are huge blank spots in the messages that they can't read and it stifles interaction between callers.

9. If your favorite BBS has a time limit observe it. If it doesn't, set a limit yourself and abide by it instead. Don't tie up a system unnecessarily as a new user and run right to the other numbers list. There is probably very little that is more annoying to a SYSOP than to have his own board completely passed over by you on your way to another board.

10. Have the common courtesy to pay attention to what passes in front of your face. When a BBS displays your name and asks "Is this you?", don't say yes when you can see perfectly well that it is misspelled. Also, don't start asking questions about simple operation of a system until you have thoroughly read all of the instructions that are available to you. I assure you that it isn't any fun to answer a question for the thousandth time, when the answer is prominently displayed in the system bulletins or instructions. Use some common sense when you ask your questions. The person who said, "There's no such thing as a stupid question", obviously never operated a BBS.

11. Don't be personally abusive.

It does not matter whether you like a SYSOP or think he's a jerk. The fact remains that he has a large investment in making his computer available. Usually out of the goodness of his heart. If you don't like a SYSOP or his system, just remember that you can change the channel any time you want. Besides, whether you are aware of it or not, if you make yourself enough of an annoyance to any SYSOP, he can take the time to trace you down and make your life, or that of your parents, miserable.

12. Keep firmly in mind that you are a guest on any BBS you happen to call. Don't think of logging on as one of your basic human rights. Every person that has ever put a computer system online for the use of other people, has spent a lot of time and money to do so. While he doesn't expect nonstop pats on the back, it seems reasonable that he should at least be able to expect fair treatment from his callers. This includes following any of the rules for system use he has laid out without grumping about it. Every SYSOP has his own idea of how he wants his system to be run. It is really none of your business why he wants to run it the way he does. Your business is either to abide by what he says, or call some other BBS where you feel you can obey the rules.

The following is a list of BBS on the Peninsula. If you know of others, and have found them of value, let us know and we will publish them.

NAME	BAUD	OPERATES/PHONE
MS-BBS Node 1	1200/2400	24hr 596-4838
MS-BBS switch Node 2	1200/2400	24hr Call
TBBS	300/1200	24hr 877-7141
Oxgate	300/1200	24hr 898-7493
IBM	300/1200	24hr 595-2759
CONNECTION	300/1200	24hr 722-7169
HBBS	300/	24hr 838-1465
SEWER	300	24hr 887-5977
PENKUS	300/1200	24hr 838-1645
PENNCOCO	300/1200	24hr 868-0922
GAMMA	300	24hr 887-5302
ABBS	300/	24hr 874-7902
ATARI	300	24hr 826-2227
WBURG COCO	300	24hr 888-2626
HAMPTON ROADS REMOTE D&D BBS	300	24hr 838-6974
DYM-32	300	24hr 838-3973
DYM-107	300	24hr 722-6782
D&D	300	24hr 838-6974

**BASICALLY BASIC: ROM NEWSLETTER**  
**by Nout Armstrong**

**Relational Arithmetic** was brought forcibly to my attention when my brother AL [Southwest 99'ers, Tucson] used it in improving one of my programs. Both Jim Swedlow and Joe O'Brien have written of it in ROM, and I'd seen it used in programs and alluded to in other publications. [Read page II-14 in the User's Reference Guide.] But I had never really understood its versatility. Now, let me take a crack at explaining this important part of **Boolean's Algebra**.

The relational expression  $A=A$  is true and  $A<>A$  is false. For use in a computer, true is assigned the value 1 (-1 in the II) and false is assigned 0. And these arithmetic values are very useful in programming. As an example, in the development of a date-printing routine to illustrate nested for-next loops, the program had evolved to:

```
100 DATA JAN,FEB,MAR,APR,MAY
    ,JUN,JUL,AUG,SEP,OCT,NOV,DEC
110 CALL CLEAR
120 FOR M=1 TO 12
130 READ MS
140 PRINT ,MS
150 NEXT M
160 STOP
```

The next step is adding the day of the month, and the obvious statements are:

```
136 FOR D=1 TO 31
140 PRINT ,MS;D
146 NEXT D
```

But wait! With RUN, the ensuing printout will show all months having 31 days, and we all know 30 days hath Sept., etc... We can add 131-135 and change 136 thusly:

```
131 DM=28
132 IF M=2 THEN 136
133 DM=30
134 IF (M=4)+(M=6)+(M=9)+(M=
11)THEN 136
135 DM=31
136 FOR D=1 TO DM
```

thereby using the true/false characteristics of relational

expressions in the IF/THEN statements. i.e.,

```
--134: IF M=4 IS TRUE OR IF
M=6 IS TRUE OR IF M=9 IS TRUE
OR IF M=11 IS TRUE, THEN GOTO
136; OTHERWISE, GOTO 135.--
```

But the five additional statements can be reduced to one using the arithmetic values of these same expressions. Eliminate 131-135, leave the change in 136, and add:

```
134 DM=28+-3*(M<>2)+(M=4)+(M
=6)+(M=9)+(M=11)
```

Statement 134 is a LET. [Read page II-45 in the User's Reference Guide.] LET DM equal 28 plus -3 times 1st RE (relational expression) plus 2nd RE plus 3rd RE plus 4th RE plus 5th RE.

Because they are in parentheses, relational operations are performed first, to get arithmetic values. Then arithmetic operations are performed in their normal order, \* / + -. [Read page II-13, paragraph one in the User's Reference Guide.]

An evaluation of the LET statement for the 12 possible values of M is shown below.

M	28+-3*RE1+RE2+RE3+RE4+RE5-(DM)
1	28+-3*-1 + 0 + 0 + 0 + 0 = 31
2	28+-3* 0 + 0 + 0 + 0 + 0 = 28
3	28+-3*-1 + 0 + 0 + 0 + 0 = 31
4	28+-3*-1 + -1 + 0 + 0 + 0 = 30
5	28+-3*-1 + 0 + 0 + 0 + 0 = 31
6	28+-3*-1 + 0 + -1 + 0 + 0 = 30
7	28+-3*-1 + 0 + 0 + 0 + 0 = 31
8	28+-3*-1 + 0 + 0 + 0 + 0 = 31
9	28+-3*-1 + 0 + 0 + -1 + 0 = 30
10	28+-3*-1 + 0 + 0 + 0 + 0 = 31
11	28+-3*-1 + 0 + 0 + 0 + -1 = 30
12	28+-3*-1 + 0 + 0 + 0 + 0 = 31

Notice that negative logic is used for the 1st RE. The false value, 0, is returned when M is 2, and the true value, -1, is returned for all the other months. These values multiplied by -3 (giving 0 and 3, respectively) are added to 28 along with the -1s and 0s from the other REs to make DM contain the correct number of days for each month.... except in a leap year, and that's another column.

We wish to give credit to the PUEY SOUND 99'ERS who printed this All Purpose Handy Dandy Reference sheet in their APRIL 85 Newsletter.

### QUICK REFERENCE SHEET

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COLOR CODES		PATTERN IDENTIFIER CONVERSION TABLE		ERROR CODES	
COLOR	VALUE			FIRST	COMMAND OR STATEMENT
TRANSPARENT	1	0	0	0	0
BLACK	2	0	0	1	1
MED. GREEN	3	0	0	1	2
LT. GREEN	4	0	0	1	3
DARK BLUE	5	0	1	0	4
LT. BLUE	6	0	1	0	5
DK. RED	7	0	1	1	6
CYAN	8	0	1	1	7
MED. RED	9	1	0	0	8
LT. RED	10	1	0	0	9
DK. YELLOW	11	1	0	1	0
LT. YELLOW	12	1	0	1	1
DK. GREEN	13	1	1	0	2
MAGENTA	14	1	1	0	3
GRAY	15	1	1	1	4
WHITE	16	1	1	1	5

ASCII CODES		JOYSTICK RETURN VALUES	
CODE	CHARACTER	CODE	KEYSTROKE
48	0	1	FCFN 7
49	1	2	FCFN 4
50	2	3	FCFN 1
51	3	4	FCFN 2
52	4	5	FCFN -
53	5	6	FCFN 8
54	6	7	FCFN 3
55	7	8	FCFN 6
56	8	9	FCFN D
57	9	10	FCFN X
58	:	11	FCFN E
59	;	12	FCFN 4
60	<	13	ENTER
61	=	14	FCFN 5
62	>	15	FCFN 9
63	?		
64	@		

CONTROL CODES		CALL LOADS	
ASC	KEY	ADDRESS	PARAMETERS
1	CTRL A	-32748	POKE 8-255
2	CTRL B	-31788	POKE 192
3	CTRL C	-31884	POKE X,Y
4	CTRL D		POKE X,Y
5	CTRL E	-31884	POKE 16
6	CTRL F		POKE 32
7	CTRL G		POKE 64
8	CTRL H		POKE 4
9	CTRL I	-31840	POKE 8
10	SHFT/ENTR		POKE 8-26
11	CTRL K	-31886	POKE 43,255
12	CTRL L		POKE 8/128
13	ENTER	-31942	POKE 72
14	CTRL N	-31942	POKE 55
15	CTRL O	-31942	PEEK A,Z,C,D
16	CTRL P	-28472	PEEK A
17	CTRL Q		
18	CTRL R		
19	CTRL S		
20	CTRL T		
21	CTRL U		
22	CTRL V		
23	CTRL W		
24	CTRL X		
25	CTRL Y		
26	CTRL Z		
27	CTRL .		
28	CTRL /		
29	CTRL 0		
30	CTRL 1		
31	CTRL 2		
32	CTRL 3		
33	CTRL 4		
34	CTRL 5		
35	CTRL 6		
36	CTRL 7		
37	CTRL 8		
38	CTRL 9		
39	CTRL *		
40	CTRL +		
41	CTRL ^		
42	CTRL _		
43	CTRL `		
44	CTRL ~		
45	CTRL {		
46	CTRL		
47	CTRL }		
48	CTRL ~		

