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OUR NEXT MEETING will be on Thursday   THE FEBRUARY Meeting will be

JANURARY 17, 1985 at 7:30 pm   FEBRUARY 21, 1985 at 7:30 pm

PLACE: CAPITAL DISTRICT PSYCHIATRIC CENTER

New Scotland Ave. Next to Albany Medical Center

The program for the JANURARY meeting will be as follows:
A talk on String Manipulation
A demonstration of a low cost Third Party Word Processor
Software Library Demonstration
A talk on Disk Drives and Floppy Disks

A NOTE to other Users Groups: The articles printed in the Upstate Newsletter
may be reprinted if proper credit is given to the author and to the Upstate New
York 99/4 Users Group.

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So much for challenges. Still no replies to the challenge issued in the
November newsletter. One member told me he sent a response to the Club P.O.
Box, but it hasn't shown up yet (send it again if you can Jim B. - it looks
like the Post Office has struck again).

Starting this month, I will include items that come from suggestions and/or
questions that have come to me outside the context of the newsletter. If
some people are asking, maybe others are having the same problems.

ITEM #1:

Someone asked how to use TI-WRITER to carry-over page numbering to a second
file when working with a document that was too big to fit in one file. It
turns out that you can use TI-WRITER to carry-over text as well as page
numbers to another file. Use the INCLUDE FILE command in the FORMATTER.   If
you put a line:

                        .IF "filename"

in your text in the EDITOR, then the FORMATTER treats the calling file and
the called file as one file. You can not nest files, but the first file can
call a 2nd, 3rd, 4th, etc. file. The nice thing about this is that since it
treats the calling and the called file as one file, you don't have to worry
about where you break the document to split it up into two files. The
FORMATTER will use the include file command to continue on in the middle of
a page, paragraph, or even sentence. See pages 109 an 110 of the TI-WRITER
manual. Try it - you'll like it.

ITEM #2:

From James Fairweather of our Users' Group comes the following suggestion.
Did you know that if you have a disk memory system, then you can list BASIC
(or XB) programs to a disk file? Assume a BASIC program named SAMPLE.
First drag it into memory with:

)OLD DSK1.SAMPLE

Then you can list it out to a disk file as a DISPLAY/VARIABLE 80 file by:

)LIST "DSK1.SAMPLE-ASC"

Here I'll assume that we will name the file SAMPLE-ASC to remind us that
this is the ASCII version of the file. Note that if you name it just
SAMPLE, then you will overwrite your BASIC program. The quotation marks
are necessary.

OK, we've done it - so what! Now that we have a DISPLAY/VARIABLE 80 file,
we could drag it into an editor and use the features of a good editor to
help us debug a program. You can drag such a file into the Editor in the
EDITOR/ASSEMBLER or the Editor in the TI-WRITER. Now you can use the
side-to-side and up-and-down windowing capability to peruse a program for
errors. Life can be a lot easier when you can scan backwards and forwards
in a listing instead of just watching a listing scroll. You can also use
the powerful search function of these two Editors to a) find all the places
a specific variable is used, b) to scan for the occurence of a specific
line number in a statement with a GOTO, GOSUB or THEN, c) to find all your
FOR-NEXT pairs for an error of unmatched pairs, etc.   Happy debugging.

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ITEM #3:

For the more advanced user of Item #2. All that search and scan through the
program is great, but can I change the program while I'm in the Editor and
then run it with the changes? The answer is: Yes — but only with some labor
and only with EXTENDED BASIC. The program can be console BASIC, but you need
to run the EXTENDED BASIC program below to convert from a DISPLAY VARIABLE 80
file to a program file.

Consider a program named TEST. Drag it into memory with OLD DSK1.TEST. List
it to a disk file with LIST "DSK1.TEST-ASC" (you must use the quote marks).
Go into either Editor and make your changes. Delete the blank line(s) at the
front of the file. If any program lines wrapped at eighty columns and you
have a 2nd line, insert an "@" (do not use the quote marks) at the beginning
of the 2nd line. In TI-WRITER, do this insert with the WORD WRAP turned off.
The program below does not handle a doubly wrapped line. Do not SaveFile
(SF), but PrintFile (PF) to disk. Call the file DSK1.TEST-ASC2. Exit the
Editor, go into EXTENDED BASIC and run the program listed below.

In reply to SAVED DIS/VAR 80 FILENAME?, type DSK1.TEST-ASC2. In reply to
TEMPORARY MERGED FILENAME?, type DSK1.TEST-MF. Now enter a NEW. Now enter a
MERGE DSK1.TEST-MF. The program in memory will have an extra space between
the line number and first character. Bring up each line with FCTN/X and
delete the first space. To do this efficiently, call up the first line with
FCTN/X and then alternately hit the "1" and "X" keys while holding down the
FCTN key until you step off the end of the program. Now save the program to
disk as a normal program file by typing SAVE DSK1.NEWTEST.

Hint: You could also do this on a file you created originally in an editor
      or one you downloaded from a bulletin board as an ASCII file.

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100 ! TEXTTO/PRD BY CURT PURDY ID# 74226,472
110 ! REVISED BY BARRY TRAVER ID# 70436,373 :: REVISED BY MIKE HENRY 12-23-84
120 DEF P(M$)=POS(M$," ",1)-1
130 CALL CLEAR :: PRINT "TEXT TO PROGRAM": : :"SAVED DIS/VAR 80 FILENAME?   "
140 INPUT F$ :: IF SEG$(F$,1,3)()"DSK" THEN F$="DSK1."&F$
150 PRINT "TEMPORARY MERGED FILENAME?"
160 INPUT M$ :: IF SEG$(M$,1,3)()"DSK" THEN M$="DSK1."&M$
170 OPEN #1:F$,INPUT ,DISPLAY
180 OPEN #2:M$,OUTPUT,DISPLAY ,VARIABLE 163,SEQUENTIAL
190 LINPUT #1:A1$ :: IF A1$="" THEN 190
200 IF EOF(1)()0 THEN 260
210 LINPUT #1:A2$
220 IF ASC(SEG$(A2$,LEN(A2$),1))=13 THEN A2$=SEG$(A2$,1,LEN(A2$)-1)
230 P2=P(A2$):: IF P2(1 THEN P2=1
240 IF SEG$(A2$,1,1)()"@" THEN 260
250 A1$=SEG$(A1$&RPT$(" ",80),1,80)&SEG$(A2$,2,LEN(A2$)-1):: GOTO 200
260 GOSUB 300
270 A1$=A2$ :: IF EOF(1)=0 THEN 200
280 IF SEG$(A1$,1,1)()"@" THEN GOSUB 300
290 PRINT #2:CHR$(255)&CHR$(255):: CLOSE #1 :: CLOSE #2 :: STOP
300 A$=A1$ :: B=P(A1$):: C=INT(VAL(SEG$(A1$,1,B))/256)
310 D=VAL(SEG$(A1$,1,B))-(C*256):: E=LEN(A1$)-B :: PRINT A1$
320 A1$=CHR$(C)&CHR$(D)&SEG$(A1$,B+1,LEN(A1$))&CHR$(0)
330 PRINT #2:A1$ :: RETURN
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    H A P P Y   N E W   Y E A R !   M i k e   H e n r y

HANGMAN

A Review by Sally Lane

Some people play this game only to see the poor defenceless little man get
hung. That's not for me, I happen to be a fan of word games. I get a thrill
out of figuring out the word before he get's hung.

With Hangman you can either play a one or two player game. In both you have
the option of a regular or scrambled game. In the two player game you also
have the option to guess the same word,a different word or enter you own word.
In either game you have the option to use the preprogramed list of words or to
create you own list of words which you can save on cassette. You can also add
another challenge by limiting the time allowed to choose a letter. When the
game starts a red line moves under the word HANGMAN at the top of the screen.
It takes 30 seconds to go through the word. The computer imposses no penelty
for going over the time limit.

After selecting Hangman from the master selection screen, the Hangman title
screen appears. At this time if nothing is done the computer will complete a
hangman, and then the player option appears, press 1(one player) 2 (two
player) or 3 (rules). You may press a key anytime durring the title screen
sequence. When the man is hung if no key is pressed the computer will play a
demo game. During the demo if you press a key (or after it is finished) the
computer returns to the title screen for you to choose the player option you
wish to play.

In a one player regular game the computer randomly selects a word from either
the preprogrammed word list or from your custom list. When you guess the
letters in the word the letters appear in their proper place in the word.   In
the scrambled word game when you guess a correct letter it appears in the order
you picked them rather than in their correct position. When you have guessed
all the letters the word unscrambles itself for you to see. After you choose
the kind of game you wish to play you are asked how many letters you want in
the word. You may choose from 5 to 9 letters unless you are playing a two
player game where you are each entering a word which can be up to 12 letters in
length.

After all the options have been chosen the game begins. At the bottom of the
screen is listed the alphabet. Just above that are diamonds to represent the
letters of the word. The score for the game appears in the top left of the
screen. You start each game with 11 points. When you guess a letter the
letter is removed from the alphabet and appears on the right side of the screen
next to the word Guess. If the letter you guess is in the word it will then
replace a diamond in the word, a letter can appear more than once in a word.
If the letter is not in the word then the score is reduced by one, and a piece
of the scaffold is put in place. If you can't guess the word before the man is
hung then the word is reveled. If you guess the word, YOU WIN appears on the
screen. If you wish to play again press enter and it will again ask you how
many letters you want in the word. If not the game will return to the Hangman
title screen, where you can change the options or press QUIT.

I think Hangman is a very good game with educational value, which is one of the
reasons it appeals to me. I don't get excited about all those shooting games.
I'd rather have to use my head than see how fast my reflexes are.