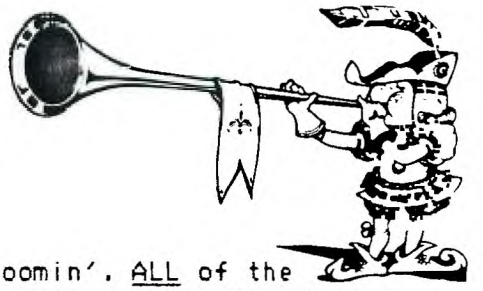
THE OFFICIAL NEWSLETTER OF THE WEST PENN TI-99/4A

ISSUE #6 JUNE 1988



FOR THE RECORD

by Ed Bittner
Recording Secretary

The MAY meeting of the West Penn 99'ers was a bloomin'. ALL of the officers were present as Scott called the meeting to order with a flowering demand for Coke. The library, treasurers, and secretary's reports went smoothly and under old business Scott announced that the TI writer guides and the overlay strips were available at the back table for $2.00 each.

Scott introduced a seldom seen or from-heard fellow (not a shepherd) named John Willforth (not an officer, either) who in an unambiguous fashion, spoke at about 1200 baud about 1200 baud modems with manuals (4 for sale at $40.00 each) ; this awoke some of the flock and a drawing for the modems ensued. Our normal $1 raffle was for a beige console and a set of disks.

Demonstrations highlighted this meeting. For those ready to go to pasture, John.....demonstrated an ultra-slow golf game which I believe was up to par for John. Another honorable mention was a commercial graphic cataloger which first catalogs the disk for graphic files and then prints them all on a single sheet for quick reference later. A repeat of Eurostyle music brought a smattering of lamb chips from the crowd.

Gary Taylor spoke of his visit to Texas,...The Birthplace..... The Houston group is continuing the work on the newsletter, PRBase data collection. Some nifty graphic disks on Star Fleet drawings created with TI Artist were shown using a TI Artist Slide presentation program (G. Bowser $5, shareware). Lastly Gary showed a commercial venture of Turbopascal 99, a flashy windowing program, one that isn't a pane to work with-Texament 79.95).

Norm Rookee then demonstrated his own creation - 1000 WORDS (for which a picture is worth). With it, the user can convert graphics (TI Artist created, etc.) to a format which is useable by the TI Writer Formatter. Thus the ability to incorporate into text documents, graphics. Norm has spent a great deal of time on this one and it has features that others don't have- see Norm. Due to the lateness of the hour, this did not get the attention it deserved. I believe that Norm should get a shot with a better "time slot" and do it again.

Hardware, Adventure, and TI TIPS were all conducted following the main meeting. Tom Mainier, thats M-A-I-N-I-E-R , expressed his sincere desire to lead the TI TIPS group - Please support him.

Much later than usually submitted,
Scoops Bittner

ATTENTION

ALL USER GROUPS, NEWSLETTER EDITORS, AND CASSETTE USERS.

GETTING THE MOST FROM YOUR CASSETTE SYSTEM BY MICKEY SCHMITT

IS NOW AVAILABLE ON DISK OR PRINTED PAGES FOR YOUR COPY SEND YOUR NAME AND ADDRESS PLUS 6.00 DOLLARS TO MICKEY SCHMITT, 196 BROADWAY AVE. LOWER BURRELL PA 15068

TREASURER'S REPORT FOR MAY -- 1988

FROM JAN TRAYERS

5/17	CASH ON HAND	$ 45.00
5/17	LIBRARY SALES	64.00
"	MICROPENDIUMS	41.50
	STRIPS & MANUALS	40.00
	DISK SALES	60.00
	RAFFLE	42.00
	TOTAL	$292.50
	CASH TO SCOTT FOR RAFFLE PRIZES	- 10.00
	TOTAL	$282.50
5/31	DEPOSIT	- 232.50
	CASH ON HAND	50.00
5/17	BANK BALANCE	$1328.39
5/17	POSTAGE	- 51.65
		1276.74
5/31	MICROPENDIUM	- 33.00
		1243.74
5/31	DEPOSIT	+ 232.50
5/31	BANK BALANCE	1476.24
	TOTAL CASH BALANCE	$1526.24

THANKS LONG ISLAND TI U.G. for info. below!

LEGENDS UPGRADED

ASGARD SOFTWARE has announced a new version (VER. 1.1) of LEGENDS. This version has removed some of the "BUGS" from the first one. There are many new options: Multiple Attacks, Time Delay, Save Game, New Potion-Stealth, New Spell-Slow, Terrain Types and Monsters. Cost of Legends 1.1 is 427.95. Order from: ASGARD SOFTWARE-P.O.BOX 10306-ROCKVILLE, MD 20850.

GRAPHIC LISTER

NAMELOC SOFTWARE has released a program to be used with TI-ARTIST. The program wii print out lists on 3x5 cards, 4x6 cards, 8 1/2x11 pages or 1" and 1 1/2" labels. The program allows the user to put a message on one side of the paper with TI-WRITER, then run the paper through on the other side and print out all the addresses with return address. This disk contains the following programs: LISTMAKER, 3 c99 PROGRAMS, CONVERT, LIST, LOAD AND LAR, AND DOCUMENTATION. The cost is $10.00 plus $1.50 S+H. Order from: NAMELOC SOFTWARE - 3971 S.E. LINCOLN- PORTLAND, OR 97214.

DATAX SALE

If you would like to get THE BRAIN AND TI 1-2-3 (word processor, spreadsheet and typewriter package) they are available for $9.00 each or $15.00 for both. Originally cost $65.00 for both. Send to: DATAX - 470 12TH AVE. NORTH- ST. PETERSBURG, FL 33701. TELEPHONE 813-894-7472.

99 FORTRAN

DISK ONLY SOFTWARE is selling 99 FORTRAN by AL BEARD. DISKS and manual cost $48.00 + $3.00 S+H. Order from: DISK ONLY SOFTWARE - P.O.BOX 244-LORTON, VA 22079 (1-800-456-9272) VISA, MC, AMEX accepted. Also SPACE STATION PHETA- challenging game $12.95 + $2.00 S+H. PC TRANSFER $25.00, REMIND ME $15.00, XB:BUG $15.00, XBASHER $10.00, GRAM PACKER $10.00.

ONLY TI MAGAZINE "MICROpendium"

Don't forget to support the only TI 99/4a magazine. Cost per year (12 issues) $20.00 for 2ND CLASS MAIL. Order from: MICROPENDIUM- P.O.BOX 1343- ROUND ROCK, TX 78680.

Let us discuss the program from Part 6.

A Pascal program always starts with the reserved word Program followed by the program name. The words in parenthesis following the name are optinal in U.C.S.D. Pascal but mandatory in Standard Pascal. The words input and output say that the program will accept data from the user and display out data. All Pascal programs must have a Begin...End. pair. The final statement is End. (period).

All variables must be identified ahead of time in Pascal. The machine will recognize the first eight characters of a variable. (We used three variables (or identifiers) A, B, and C.) U.C.S.C. Pascal has five simple types of values; 1)real, 2) integer, 3) character, 4) string and 5) boolean. (We can identify other types of values also.)

A real variable is a decimal or exponential. A real number has to have a digit on each side of the decimal point. If we input a real number such as "10" the machine addes the zero so it will be "10.0" internally. An integer variable cannot accept a decimal value.

A character (Char) is a single letter or number.

A string is a series of letters and or numbers.

Boolean has only two values true or false.

The statement "Page(Output);" causes the screen to clear and the display to start from the uper left of the screen.

"C:=0.0;" initilizes the variable C to zero. Notice the syntax; if one evaluates a variable in Pascal the symbol ":=" is used. The symbol "=" is used for boolean comparisons.

The procedure "Writeln" puts each line of output on a separate line. Notice the syntax for a screen output "Writeln('.....');" there is a parenthesis a single quote, what you want displayed, single quote, parenthesis and finally a semicolon. Furthermore each line of a Pascal program must fit on one lne in the Editor, it cannot be between two lines. "Writeln;" by itself causes a blank line to be printed to the screen. Also notice each line ends in a semicolon; there are two exceptions 1)the final "End." ends in a period and 2)the statement before and else in an 'If..then..else' statement does not have the semicolon.

The "Write" procedure prints its output without putting a carriage return at the end of the line. So this procedure keeps puting output on the same line until a "Writeln" or a "Readln" is encountered.

"Readln" stops the program and waits for input from the user. The rest of the program is obvious.

At this point I would like to give a overall format for Pascal programs.

```
Program heading
Const definitions
Type definitions
Var declarations
Procedure or Function declarations

Begin.
  Statements;
End.
```

CALL LOAD("CS1")

by George Meldrum, TIsHUG

My friend, Rolf Schreiber, suggested to me one day, a new way to load machine code programs from cassette. Being a disk jockey, Rolf was most familiar with loading assembly code by typing in the command : CALL LOAD("DSK1.filename"). His next step was to replace the disk name with "CS1". Sure enough cassette prompts burst onto the screen with an insatiable urge calling for input.

Perhaps we should back pedal a little at this stage. The machine code programs currently supplied for cassette users encompass some form of BASIC program which either has machine code embedded within it, or uses BASIC statements to poke code directly to memory. These systems work well and are quick to use, which may lead you to ask, "why worry about yet another way to load machine code?"

Here I have to admit that the advantages of CALL LOAD("CS1") are subtle while the drawbacks are substantial. The advantages are :

1) Ability to load "relocatable" machine code. Should you require several assembly routines, then each can be loaded, one at a time, without problems of one routine overwriting another.
2) Ability to load machine code routines without disturbing any BASIC program already in memory. For example you may have a BASIC program in memory and suddenly decide that you would like to include a screen dump routine. Load the screen dump program with CALL LOAD("CS1") and your BASIC program in memory remains untouched.

Having resolved that there is some merit in this new system of loading machine code, we come to the ultimate problem. The TI Assembler program, which produces the machine code in the first place, will do so for disk but not for cassette! Further more, the disk data file produced is a DISPLAY FIXED 80 type, while CALL LOAD("CS1") expects a DISPLAY FIXED 64 file.

More can be learned by looking at the disk file produced by the assembler. By observing the disk object files through the Editor, it becomes apparent that each record, i.e. each line, can be reduced down to 64 characters. The Editor/Assembler Manual states that uncompressed object code consists of records containing up to 71 ASCII characters each. Of the many object files that I have personally viewed none contained lines of more than 69 characters. Most records do in fact contain more than 64 characters but they are easily reduced by deleting the 5 character checksum. Note that a line of code which includes a checksum is readily accepted from cassette. The only reason for eliminating the checksum is to shorten the line to fit within the DIS/FIX 64 boundary.

To remove the checksum, load the object code produced by the assembler into the Editor/Assembler Editor. Move to the right hand side window. On the far right is the sequence number preceded by some blank characters, which in turn are preceded by the object code.

```
...4A9BD3A87F131F      0001
...BA5A47F196F         0002
...BAA127F1BFF         0003
        :
```

The last tag character F is needed to indicate the end of the record. The preceding five characters are to do with the checksum. The four characters before the last F form the actual checksum value and before that, the tag character 7 indicates that the checksum follows. So delete the 7 and the four characters following.

```
...4A9BD3A8F        0001
...BA5A4F           0002
...BAA12F           0003
        :
```

The last few lines of the file will not need editing as they are always very short. Take note of the last sequence number on the extreme right hand side, so you know how many records there are. Save the edited file to disk as a DISPLAY FIXED 80 type.

The last step is to transfer the newly edited object file to tape, perhaps with the following program.

```
100 REM DATA TRANSFER DISK TO TAPE
110 !
120 DIM C$(*)
130 OPEN #1:"DSK1.filename", INPUT, DISPLAY, FIXED 80
140 FOR I=1 TO *
150 LINPUT #1:A$
160 C$(I)=SEG$(A$,1,64)
170 NEXT I
180 CLOSE #1
190 !
200 OPEN #2:"CS1", OUTPUT, DISPLAY, FIXED 64
210 FOR I=1 TO *
220 PRINT #2:C$(I)
230 NEXT I
240 CLOSE #2
250 END
```

* Replace this symbol with the number of records in the file, i.e. as noted by the last sequence number when editing the file.

At this point you have the finished product which can be loaded to memory thus :

```
CALL INIT
CALL LOAD("CS1")
```

To execute the assembly routine you need to know the link name,
for example, CALL LINK("SDUMP")

Essential, of course, is the 32K memory expansion and the Extended BASIC module.

I did mention earlier that there were drawbacks to loading machine code by CALL LOAD("CS1"), and so here they are :

1) It is slow. It takes one minute to load nine records. A program which has 54 records takes 6 minutes to load while the same routine loads in 30 seconds from a machine code implanted BASIC file.
2) If the user presses his cassette play button when told to do so by the screen prompts, then he risks missing the first one or two records. This is a common fault when loading cassette data. You need to wait for the screen to scroll up one line before pressing the play button.
3) It is more troublesome to copy a data file. A short program does do the trick, so perhaps I am being a bit lazy. For those who do tape to tape copying, then this is not a problem.

RAMcard Tip

with John Paine

I have a number of useful little Extended BASIC routines and programs sitting on my RAMdisk, which are loaded from the John Johnson Menu loader. The only flaw in this method of loading is that when the BASIC program has finished, I have to either do a CALL MENU or hit the reset button to reload the menu. After again reading the documentation on the MENU Program, the answer to my problems was there in black and white.

DELETE "MENU" or OPEN #1:"MENU" in a running Extended BASIC or BASIC program will immediately reload the MENU program. Use these statements in place of the END statement or in the last line of your application and bingo.., Menu.

The following example is the listing of a very simple program that prints documents for me and is well worth having on the RAMdisk as a permanent utility (2 sectors of space) and when used with the print buffer (256K), reloads the menu and allows me to do other things whilst the printer chugs along.

Note the last line

```
100 OPEN #1:"PIO.",OUTPUT
110 INPUT "FILENAME->":A$
120 OPEN #2:A$, DISPLAY, VARIABLE 80, INPUT, SEQUENTIAL
130 IF EOF(2)THEN 200
140 LINPUT #2:A$ :: PRINT #1:A$
150 GOTO 130
200 CLOSE #1 :: CLOSE #2
210 DELETE "MENU"
```

I have now added this statement to every Extended BASIC routine on the RAMdisk as well as some normal disk based files. An example is Ross Mudie's SENDMAIL program for the BBS.

A REAL TIME CLOCK FOR THE TI-99 4/A

by John F. Willforth

The following is not my original circuit design (I have changed some things however). The credit must go to Gary Emmich and Tony Albanese of the Northern New Jersey Users Group. The circuit below is essentially 1/2 of the REAL TIME CLOCK and DIGITAL CONVERTER circuit they designed and distributed as PUBLIC DOMAIN. The circuit was later etched to a double-sided board, and a kit was distributed which became known as the MBP CARD. Last month I got a reprinted article from the TISHUG, written by John Paine which described the circuit he put inside his speech synthesizer to give the system a REAL TIME CLOCK. The circuit is the clock section of the one originally designed by Gary Emmich, and as such, because the schematic was reduced and not too easily read, and since it is public domain, I thought I would rewrite the article and redraw the schematic.

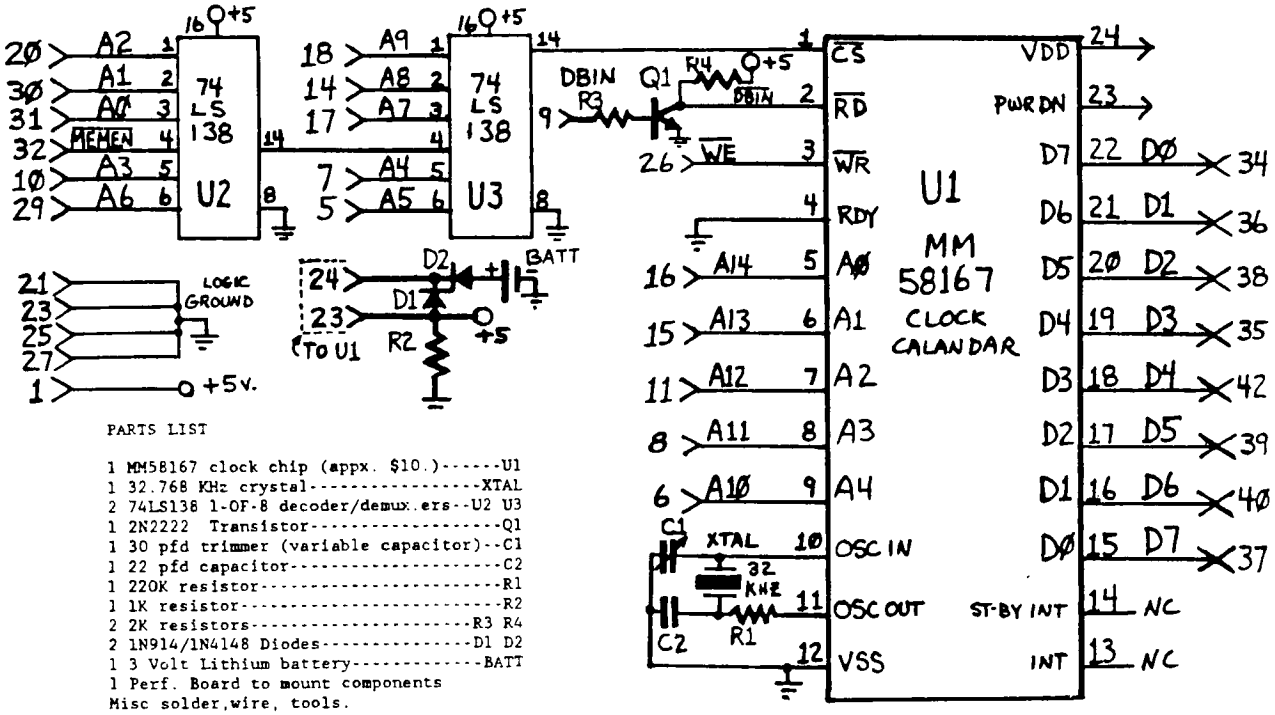
First the pin numbers to the left of ">--" are the pin numbers on the connector inside the speech synthesizer, those two marked "23" & "24" go to these two pins on the clock chip, and those to the right of the "--X" are the data bus also attached to the same connector inside the speech unit.

The circuit consists of two 1-of-8 decoder/demultiplexer (74LS138s), which decode the address lines to select the clock chip at -31168 to -31154 which select the clock functions, the MM58167 clock chip, the osc. circuit, Q1 to invert DBIN, and the battery back-up circuit. The entire circuit may be put on a small RADIO SHACK perf. board and installed inside the Speech Synthesizer.

John Johnson's MENU program accesses the clock automatically, I've included original CLOCKSET and TIME programs with this article. If you would like more information contact me at the following : call (412) 527-6656, R.D. #1 Box 73A Jeannette, PA 15644. Here are the addresses to peek and load (poke) and an xbasic command to reset the sound (the sound chip is at this address).

-31168 = Thousands of seconds	-31160 = Hours
-31166 = Tens & Hundreds	-31158 = Day of week
-31164 = Seconds	-31156 = Date
-31162 = Minutes	-31154 = Month

* To reset sound.."CALL SOUND(1,20000,30)"
* The data required by the above addresses is in "BCD" and will need converted.



PARTS LIST

1 MM58167 clock chip (appx. $10.)------U1
1 32.768 KHz crystal----------XTAL
2 74LS138 1-OF-8 decoder/demux.ers--U2 U3
1 2N2222 Transistor----------Q1
1 30 pfd trimmer (variable capacitor)--C1
1 22 pfd capacitor----------C2
1 220K resistor----------R1
1 1K resistor----------R2
2 2K resistors----------R3 R4
2 1N914/1N4148 Diodes----------D1 D2
1 3 Volt Lithium battery----------BATT
1 Perf. Board to mount components
Misc solder,wire, tools.

```
 10 REM ******************
 20 REM **                **
 30 REM **   CLOCKSET     **
 40 REM **                **
 50 REM ******************
100 REM THIS PROGRAM IS USED TO SET THE CLOCK.
110 REM THIS PROGRAM NEED ONLY BE RUN IF THE TIME DRIFTS OR WHEN BATTERIES ARE
 REPLACED.
120 CALL INIT
130 DEF SET-X+6*INT(X/10) ! CONVERTS DECIMAL TO BCD FOR OUTPUT TO CLOCK.
140 INPUT "MONTH 1-12 ":X
150 MO-SET
160 INPUT "DAY OF MONTH 1-31 ":X
170 D-SET
180 INPUT "DAY OF WEEK 1-7 SUN-1 ":DW
190 INPUT "HOUR 0-23 ":X
200 H-SET
210 INPUT "MIN 0-59 ":X
220 M-SET
230 INPUT "SEC 0-59 ":X
240 S-SET
250 CALL LOAD(-31164,S,0,M,0,H,0,DW,0,D,0,MO) ! SET CLOCK
260 CALL SOUND(1,20000,30) ! RESET SOUND GENERATOR
270 CALL CLEAR
280 STOP
```

INPUT DAY AND TIME AND CONVERTS TO BCD

```
 10 REM ********************
 20 REM **                  **
 30 REM **      TIME        **
 40 REM **                  **
 50 REM ********************
100 REM THIS PROGRAM DEMONSTRATES HOW THE CLOCK IS ACCESSED BY A PROGRAM.
110 CALL CLEAR
120 DIM WK$(7),MO$(12)
130 DEF TIME-X-6*INT(X/16) ! CONVERTS BCD OUTPUT OF CLOCK TO DECIMAL.
140 FOR DW-1 TO 7
150 READ WK$(DW)
160 NEXT DW
170 FOR DM-1 to 12
180 READ MO$(DM)
190 NEXT DM
200 DATA Sun,Mon,Tues,Wednes,Thurs,Fri,Satur
210 DATA January,February,March,April,May,June,July
220 DATA August,September,October,November,December
230 GOTO 380
240 CALL PEEK(-31164,X1,X2,X3,X4,X5)  ! READ SEC. MIN. & HOUR  X2&X4 NOT USED
250 X-X1 :: SEC$-STR$(TIME)
260 IF X1<10 THEN SEC$-"0"&SEC$
270 X-X3 :: MIN$-STR$(TIME)
280 IF X3<10 THEN MIN$-"0"&MIN$
290 X-X5 :: HR-TIME :: M$-" AM"
300 IF HR>11 THEN M$-" PM"
310 IF HR-0 THEN HR-12
320 IF HR>12 THEN HR-HR-12
330 HR$-STR$(HR)
340 TI$-HR$&":"&MIN$&":"&SEC$&M$
350 DISPLAY AT(6,11):TI$              ! DISPLAY TIME ON SCREEN
360 IF X1+X3+X5-213 THEN 380          ! UPDATE DAY & DATE AT MIDNIGHT.
370 GOTO 240
380 CALL PEEK(-31158,X1,X2,D,X4,X5)   ! READ DAY, DATE & MONTH
390 X-D :: D$-STR$(TIME)
400 X-X5 :: X5-TIME
410 L1$-"Today is "&WK$(X1)&"day"
420 L1-INT((32-LEN(L1$))/2)
430 DISPLAY AT(2,L1):L1$
440 L2$-MO$(X5)&" "&D$&", 1988"
450 L2-INT((32-LEN(L2$))/2)
460 DISPLAY AT(4,L2):L2$
470 GOTO 240
```

ASSIGNS NAMES TO VARIABLES.

CHANGES INTO STRING FOR DISPLAY PURPOSES

CONVERT TO STRING & DISPLAY

COMPUTER FAIR '88
Reflected upon by Chris Pratt

Computer Fair '88 was presented by the Family Support Group at the 1st Battalion 112th Infantry Pennsylvania Army National Guard and NUAGE(Network of Users Groups Association of Greater Erie). The 99/4A and the Geneve 9640 were represented at the Erie computer fair by the Erie 99'ers and some independant 99'ers trying to sell some or all of their equipment. The fair lasted from 10:00 A.M. till 6:00 P.M. although I left a little earlier.

The fair consisted of five different users groups (including Erie 99'ers), 12 vendors selling general computer items, along with the usual computer flea market and refreshments close at hand. At the computer flea market I saw more TI stuff than that of other computers. The "goodies" ranged from TI Modules for $1 to full expansion systems. One of the systems belonging to a Mr. Rippard as far as I know is still for sale. He has an original TI PEB with drive and memory expansion. You can reach him at (412)725-9513. I also saw a Cor-Comp stand-alone RS232 and a MBX speech recognition system with ten of the speech modules. I own an MBX system and they are intriguing especially the Championship Baseball module.

Other highlights included demonstrations by the Erie 99'ers on both a TI-99/4A and a Geneve 9640. One of the all time best demos for the TI is Axel F and of course I heard it loud and clear from across the room. They also had many modules and a printer for people to try. One of the five seminars by the users groups included a seminar on TI Writer which was conducted by the Erie 99'ers. I found this seminar to be very helpful for those just getting aquainted with one of the editors(TI Writer,Funnelweb,etc.), or for those asking some bugging questions. The question arose about those people using Funnelweb not having a TI Writer manual. I had discussed the fact that West Penn had just purchased a group order for our club to the Western New York 99ERS for the guide to TI Writer and its clones written by Harry Thomas Brashear and edited by Elizabeth Seib. Although I could not recall the group that produced it I did contribute that it is called THE WRITERS and that the info would be found in West Penn's newsletter, which is traded with Erie. As I mentioned at the seminar I found this guide for TI Writer to be most helpful, giving you all its features at your fingertips, although last month I just purchased an original TI Writer Manual at our meeting.

In closing, I found the Computer Fair to be a success not only for NUAGE (which was very helpful to me when I requested info), but for the TI world. Next year I will definatly make an attempt to return. For those of you who may still be skeptical I talked to a gentleman at the fair who owned a TI (Bare Console 2.2ver.) and wished to expand his system (cheap). After talking to a few people including me he decided on buying a 32K in the console expansion from Joe Spiegle for $25. Being that he only wants to word process he has decided against a disk system. But anyway, by going to the computer fair(just as attending a computer meeting) he found me to install his 32K and convert his 2.2 console into a regular one by using the technique that was just discussed in the March issue of West Penn's newsletter by John Drennen. His problem was solved by finding out how to expand inexpensively, getting someone to do the soldering for both jobs(because he was not familiar with the inside of his TI), and now he can do away with his Grombuster when he uses Atarisoft cartridges and the like, and all this was accomplished by attending a computer gathering. So if I didn't see you at the fair I hope to see you at the next meeting. The TI

NEW PUBLICATION NOTE - ASGARD TI/WARE NEWSLETTER TO START:

ASGARD NEWS, a 16-32 pg. quarterly, will be presented to the public by Asgard Software at $6 subscriber's annual rate, or $2.25 by the issue (i.e., cover price). Canadian subscribers must add $2, others can add $4, for airmail.

Interested parties can contact Asgard Publishing, via Box 10697, Rockville, MD 20850. Asgard already issues its Key Notes, a journal for users of their product EZ-Keys. A commitment to continued quality products and activities has always marked Asgard and Chris Bobbit, who noted that the EZ-Keys newsletter may wind up part of the new Asgard News if interest wanes among the EZ-Key users. Either way, Chris and company will do their best to provide ongoing TI information.

'STIRPSLINE' GENEALOGICAL SOFTWARE LINEAGE CHART AVAILABLE

From Alan Cox, 728 Jefferson Blvd., Tarrant, AL 35217 (205) 849-5592: XB Autoload, 32K, Disk Drive, and Printer.

"Stirps" is Latin for "Roots". User-friendly program with error-trapping lets you create - and access - another filename without leaving the program, as you work with six print formats, 9 charts over 7 generations. For up to 511 entries. Very complementary to the Les & Cindy Cattin's "The Genealogical Workshop", according to author Cox who's been into genealogical records for over a decade. This is available as a Fairware distribion with suggested offering of $15, when you find its niche in your files.

Interested in an assembly program that will size your TI System and print out to a printer a listing of equipment, CRU addresses, and a brief description. Contact Steve Tuorto at the address below. is a FREEWARE offering and you should support his efforts. J.F.W.

SYSTEM CRU ASSIGNMENTS

```
CRU#  1ST-DSRLK  DEFINE / ID  RAM
----  ---------  ------------  ---
1000  DSK1       HORIZON RD1   YES
1100  DSK        TI DSK CTRL   NO
1200  OPEN CRU#  HM SECURITY
1300  RS232      1ST  RS232    NO
1400  OPEN CRU#  MODEM CARD
1500  OPEN CRU#  2ND  RS232
1600  OPEN CRU#  DIGIT CASS
1700  DSK5       HORIZON RD5   YES
1800  OPEN CRU#  THERMAL PR
1900  OPEN CRU#  EPROM CARD
1A00  OPEN CRU#  STUDENT TYP
1B00  MS-MENU    NOT DEFINED   NO
1C00  OPEN CRU#  VIDEO CARD
1D00  OPEN CRU#  IEEE CARD
1E00  OPEN CRU#  NOT DEFINED
1F00  OPEN CRU#  P-CODE CARD
```

Stephen J. Tuorto V1.1 5/15/88
18-Chimney La,Bayshore,Ny11706

THIS PROGRAM WILL GIVE ALL 2187 POSSIBLE WORDS THAT CAN BE FORMED FROM YOUR PHONE NUMBER. TRY IT, YOU'LL HAVE FUN! SORRY ZEROS & ONES WILL BE REPLACED BY *'S AND #'S. X-BASIC & (PIO) PRINTER REQD

```
1 !****NAME THAT PHONE*****
   * No 1's or 0's Please *
   *      A TIny Gram      *
   *    by Ed Machonis     *
   **QB-99'ers Bayside NY**
2 DEF S$=SEG$(G$,1,LEN(G$)-1
):: A$="*******ABCDEFGHIJKLMN
OPRSTUVWXY" :: FOR C=1 TO 7
3 INPUT "ENTER DIGIT "&STR$(
C)&" OF PHONE # ":D :: E$=E$
&SEG$(A$,D*3+1,3):: NEXT C
4 PRINT :"0=SCREEN":"1=PRINT
ER":"CHOICE (0/1)",:: INPUT
P :: IF P THEN OPEN #P:"PIO"
5 FOR F=1 TO 3 :: G$=""&SEG$
(E$,F,1):: FOR H=1 TO 3 :: G
$=G$&SEG$(E$,3+H,1):: FOR J=
1 TO 3 :: G$=G$&SEG$(E$,6+J,
1):: FOR K=1 TO 3 :: G$=G$&S
EG$(E$,9+K,1):: FOR L=1 TO 3
6 G$=G$&SEG$(E$,12+L,1):: FO
R M=1 TO 3 :: G$=G$&SEG$(E$,
15+M,1):: FOR N=1 TO 3
7 G$=G$&SEG$(E$,18+N,1):: PR
INT #P:G$,:: G$=S$ :: NEXT N
 :: G$=S$ :: NEXT M :: G$=S$
 :: NEXT L :: G$=S$ :: NEXT
K :: G$=S$ :: NEXT J :: G$=S
$ :: NEXT H :: NEXT F
```

Snafu

"The first artificial intelligence test is to see if it's smart enough to come in out of the rain."

1000 WORDS

1000 WORDS is a utility program for use with TI-Writer. It converts picture files from TI-Artist (files with the _P extension) to display variable 80 files. The files created by 1000 WORDS can then be printed from the Text Formatter of TI-Writer. This gives you the capability of using TI-Writer to print documents which contain both text and graphics. Since the documents are printed using the Formatter, the text p tions are printed using the normal text of your printer, not graphics which look like text as is the case with other programs for incorporating graphics with text in a document. The result is that text is printed just as rapidly as normal from TI-Writer. You don not have the selection of many different fonts and the ability to intermix graphics and text on the same line as with other programs however. Nevertheless, if you are satisfied to have documents containing sections of text alternating with sections of graphics, 1000 WORDS gives you the capability. In addition, if you are already familiar with TI-Artist and TI-Writer, you know essentially everything you need to know to produce documents such as those described above.

SOFTWARE REQUIREMENTS

TI-Artist (from INSCEBOT INC.) - This software is needed to create the picture files which are required by 1000 WORDS.

TI-Writer - The Text Formatter of TI-Writer is needed to print the files created by 1000 WORDS. You may use either the original Command Module version or one of the Extended BASIC loader versions (FUNNELWEB, BA-Writer etc.).

PRINTER REQUIREMENTS

Epson printers and compatible printers.

1000 WORDS is offered to the TI community of users as a SHAREWARE product. If you use it and find that it is useful please send $10.00 to the author at the adress below. I would also appreciate your comments (good or bad) about 1000 WORDS. I created the program for my own purposes originally, but I thought other TI users might find it useful and hope that you do.

Norman Rokke Apt B204 231 Woodridge Dr Wintersville, OH 43952

I'm rushing it a bit by printing a part of the intro. to Norm's docs on 1000 WORDS, but I haven't had time to use the copy I got at the MAY meeting, but did want you who couldn't be there to know about it and where you could get your copy. Note too, Norm did not have adequate time to demonstrate the program, and maybe we can have him do it again at the JUNE meeting.

COME TO THE JUNE MEETING IF YOU WOULD LIKE TO SEE TWO NEW PROGRAMS FROM GERMANY..... "OH MUMMY" and "GHOSTMAN", BUT YOU BETTER GET A NEW JOYSTICK IF YOU WANT TO PLAY THEM!

FirstBase

Available 2nd Quarter 1988

A major advance in 99/4A database technology:

- IBM-style query commands
- Batch processing with four-function floating point math
- Multiple keyword searches
- Extremely large capacity
- Handy macros

With FirstBase, the new database manager from Olympys Technologies, you can organize, manipulate, and report data like never before. We listened to what users missed most in other database managers, and what we've created is quite impressive.

We increased the record size to 3000 bytes, allowing you to store much more information than ever before.

We allowed you to search for data using powerful query commands similar to ones used on IBM-compatible programs, so you can find exactly what you're looking for with a single command.

We added a batch-processing capability, so you can perform "search and replace" functions or delete a group of records at once. You can even perform MATH on any field!

We added a MACRO feature so you can store frequently used commands on disk for quick recall.

Specifications:

720 bytes/field | 3000 bytes/record | 75 fields/record
32,767 records/database | 100 megabytes/file

- Search on multiple fields using AND and OR, or on keywords
- Sort on multiple keys
- Queries sent to screen, printer, new database, existing database
- Records can occupy several screen displays
- Flexible report generator
- Written in c99
- Requires 32K, disk, and either XB, E/A, or TI-WRITER cartridge.
- Myarc Geneve 9640 compatible

Developed by

Suggested retail price: $49.95
Available exclusively through

Genial Computerware
P.O. Box 183
Grafton, MA 01519

Olympys Technologies
Advancing software technology

FirstBase written by Warren Agee. c99 language by Clint Pulley. IBM is a registered trademark of International Business Machines Corp.

My! My! I really like to rub it in to all those who gave up on the TI 99/4A back in '84.

Miscellaneous information.....

Gary Bowser of the 9T9 U.G. in Toronto Canada, has sucessfully, using a Proto-Board, designed and is using a PEB card to dump COLECO/ADAM 16K cartridges to TI/GENEVE disks, and using a Z80 interpreter (written by Jim Ballentine) called the "Z80 Simulator", he is able to run the aforesaid cartridges on both the TI and the 9640. WHAT WILL THEY THINK OF NEXT?

TI-BASE, a new data manager that includes it's own procedural command language, is being released by TEXAMENTS. It can handle up to 16,129 records, consisting of up to 17 fields with up to 255 characters per field. It is fast. The command language contains 45 commands and is powerful, allowing the user considerable flexability in creating and using data bases. (Up to 5 data bases can be active at one time) It comes with a tutorial disk. The price is $24.95. Take not of FIRSTBASE ad on page 9 for comparison. I'm suprised at all the very good data base programs out or coming out for the TI. This is a very PRACTICAL use for a computer and maybe that is why the large number of offerings in this area.

TEXAMENTS 53 Center Street, Patchogue, NY 11772 (office) 516-475-3480 (BBS) -6463

I believe we still have copies of the NEW booklet from the Western New York 99ERS called "THE WRITERS", written by Harry Brashear, and edited by Elizabeth Seib. If you would like a copy contact Jan Trayers at (412) 863-4924. The cost is about $2.00. It is a very complete booklet dealing with the use of TI-WRITER.

Tom Mainier and Bob McGinity are conducting a TI TIPS CLASS after the business and demos on Tuesday evening. The intent is to assist you with questions regarding any and all aspects of the TI.

MYARC HARD DISK/FLOPPY/STREAMER TAPE CONTROLLER is ~~finally~~ really here! Features include: Hard Drive transfer rate of 5 Megabits per sec., interfaces with standard hard,floppy and streamer tapes, built in Real Time Clock, supports up to (4) 5¼" and/or 3½" floppy drives, as well as ALL disk formats (SS/DD,DS/DD,DS/QD),comes with MYARC Disk Manager V, and a 12 month parts, 6 months labor warranty and optional 2,3 or 4 year extended warranty. Hey thats 5 years down the road. Reason for optimism! MYARC, Inc. P.O. BOX 140 Basking Ridge, NJ, 07920, or phone (205) 854-5843

THE **W E S T P E N N 9 9 E R**
% John F. Willforth
R.D. #1 Box 73A
Jeannette, PA
15644

ISSUE # 6
JUNE 1988
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JUNE 21, 1988
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