```
       SPITZ                          NORWIN          ESTABLISHED
       AUTO                           TOWNE               1985
 N     JUNKYARD                       SQUARE          WEST PENN 99'ERS
 ↑
 ↓
 S     ST. STEVENS BYZANTINE CATHOLIC CHURCH
                                                     SUPPORTING THE
                                                        TI-99/4A
                                                        COMPUTER
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ISSUE No. 60
JUNE   1990

FOR THE RECORD

BY JOHN F. WILLFORTH
(ACTING ACTING SECRETARY, ACTING FOR ACTING SECRETARY FRANK N. ZIC, WHO
IS USUALLY THE ACTING SECRETARY, ACTING FOR ED (SCOOPS) BITTNER THE
PRIMARY SECRETARY)

THE MEETING HELD ON JULY 17TH (TUESDAY EVENING) WAS CALLED TO ORDER OR AS CLOSE
AS IT CAN GET TO ORDER BY PRESIDENT MICKEY SCHMITT. NEITHER OUR SECRETARY OR HIS
CAPABLE BACK-UP WERE PRESENT TO GIVE THE SECRETARIES REPORT. THE TREASURER'S REPORT
WAS GIVEN BY TREASURER LYNN GARDNER, SUFFICE IT TO SAY, THE TREASURY IS VERY MUCH
IN THE **BLACK**. BOB SADUSKY GAVE THE LIBRARIAN'S REPORT AND REPORTED THAT ELEVEN NEW
SOFTWARE PACKAGES (37 NEW DISKS) WERE ADDED TO THE LIBRARY. SEE INFORMATION ON PAGE
2 FOR THE ADDRESS AND PHONE NUMBER OF OUR LIBRARIAN (THOSE OF YOU WHO ARE FAMILY,
$15. DUES PAYING MEMBERS ONLY, NOT ASSOCIATE $10. PER YEAR HAVE ACCESS TO THE CLUB'S
LIBRARY). DUE TO THE ABSENCE OF THE CORRESPONDING SECRETARY, WE HAD NO REPORT ON WHO
WE ARE CORRESPONDING WITH, AND WHAT THEY WOULD HAVE TOLD US IF THEY HAD SOME COR-
RESPONDANCE WITH US. WE NOW HAVE OUR OWN RE-INKER, AND IF YOU HAVE A RIBBON THAT IS
LIGHT, CHANCES ARE WE CAN RE-INK IT, IF YOU BRING IT TO THE MEETING. BRING ITEMS YOU
DON'T WANT OR NEED TO THE MEETING FOR SALE OR EXCHANGE WITH OTHER MEMBERS.
    GARY TAYLOR REPORTED ON THE PUG BBS, (412) 341-4820, AND REPORTED ON THE CHRIS
PRATT HARD DISK FLOPPY CONTROLLER (HENCE HDFC) WHICH WILL BE FIRST USED TO BEEF UP
THE PUG BBS.
    MICKEY VIEWED 18 HOURS OF THE LIMA SHOW ON THE VIDEO CASSETTES SHE RECEIVED. THE
TAPES ARE AVAILABLE TO BE SIGNED OUT BY CONTACTING MIKE SEALY AT (614) 282-5627 TO
SCHEDULE. SOME OF THE NAMES OF PEOPLE SPEAKING AND DEMONSTRATING ON THE TAPES (3) ARE
GARY BOWSER, JIM HORNE, BUD MILLS, GARY TAYLOR, BRUCE HARRISON, CHRIS BOBBITT, BARRY
TRAVER, JIM PETERSON, CHARLIE GOODE, PAUL SCHEIDEMANTLE, BARRY MILLER, CARL RHOMSTEDT
(SPELLING WAY OFF ON THAT ONE), HARROLD HOYT (?), IRWIN HOTT, BILL HUDSON, AND MORE.
    MICKEY RECEIVED AN INVITATION TO THE INTERNATIONAL TI COMPUTER SHOW IN WIESBADEN
WEST GERMANY. JUST SO SHE ISN'T THE ONLY ONE FROM THE WEST PENN 99'ERS THERE, THE
5TH INTERNATIONAL TI MEETING IS ON SEPTEMBER 28-30 1990 AT BURGERHAUS LOCATED IN
WIESBADEN-ERBENHEIM, GERMANY. BEGINS FRIDAY AT 4:00 PM AND CONTINUES THROUGH SUNDAY
AT 4:00 PM. THIS IS A RESORT AREA AND SOME LIMITED SLEEPING ARRANGEMENTS CAN BE MADE
AT NO COST IF YOU BRING A SLEEPING BAG! SOME OF THE FINEST HOT SPRINGS IN GERMANY ARE
LOCATED IN WIESBADEN. RESERVATIONS: TI-WORKSHOP WIESBADEN, ELEONORENSTRASSE 6, 6200
WIESBADEN, GERMANY OR GERALD D. TURNER, PSC 1 BOX 6895, APO NY 09633. LET THEM KNOW
YOUR FULL NAME AND ADDRESS, BIRTH DATE, TELEPHONE, CLUB NAME, MICKEY'S NAME, AND THE
TYPE SYSTEM YOU HAVE. TELL HOW MANY WILL ATTEND, THE TIME YOUR ARRIVING, AND IF YOU
DESIRE THE OPPORTUNITY TO SLEEP AT THE BURGERHAUS.
    BARRY TRAVER CONTACTED MICKEY ABOUT STARTING A CASSETTE LIBRARY FOR CASSETTE
USERS. ASGARD NEWS IS NOW CALLED REFLECTIONS. THE GROUP ORDERED SUPER MARIO BROS. FOR
THE TI REPORTED MICKEY. I HAVE HEARD THAT A VIRUS IS STILL SHOWING UP AND IS DESTROY-
ING DIRECTORIES. WATCH OUT FOR SOFTWARE YOU GET FROM OTHERS EITHER ON DISK OR FROM
YOUR BBS.
    MICKEY DEMONSTRATED GIFFY VER. 0.9 BY BARRY BOONE. TWO BOOKS AND A NEW COPY OF
REFLECTIONS WERE GIVEN AS RAFFLE PRIZES. MICKEY REFLECTED ON HER INTRODUCTION AND
GROWTH WITH THE TI. DON MCCALLA DEMONSTRATED THE "ULTIMATE JOYSTICK" BUT DON'T TRY
TO RUN OUT AND BUY ONE, IT'S ONE OF A KIND! YOU CANNOT MISPLACE THIS ONE!

WEST PENN 99'ERS CLUB INFORMATION

NEXT MEETING DATE: AUGUST 21, 1990

MEETING LOCATION: ST. STEPHEN'S
                     BYZANTINE CATHOLIC
                          CHURCH

                     JUST OFF ROUTE 30
                     BETHEL ROAD, NORWIN

TIME OF MEETING: 7:00 P.M.

LIST OF WEST PENN OFFICERS FOR 1990

   AREA CODE FOR ALL BELOW IS 412.
PRESIDENT: MICKEY   335-0163
VICE PRESIDENT: SCOTT   523-3754
TREASURER: LYNN   835-4304
RECORDING SEC: ED   864-4924
CORRESPONDING SEC: GENE   829-0469
LIBRARIAN: BOB   863-5672
NEWSLETTER EDITOR: JOHN   527-6656

GENERAL ITINERARY OF THE CLUB'S MEETING

   6:45 P.M.   DOORS OPEN
   7:00 P.M.   GENERAL MEETING
   7:45 P.M.   DEMOS AND NEW INFO
   8:45 P.M.   HARDWARE & PRINTERS
   8:45 P.M.   INTRO TO ASSEMBLY
  11:00 P.M.   DOORS CLOSE

MEETING HIGHLIGHTS FOR THIS MONTH

THE MISSING LINK, DEMO BY MIKE SEALY

XXB VERSION 1.5, DEMO BY MICKEY SCHMITT

TI PRINT SHOP, DEMO BY RAY BRONDER

KARATE CHALLENGE, DEMO BY FRANK ZIC

TI "POLKA-TIME", DEMO BY RALPH AND JUDY

LATEST SOFTWARE DEMOS BY JOHN WILLFORTH

RENEW YOUR MEMBERSHIP DUES!

$15.00 PER YEAR FOR INDIVIDUAL / FAMILY
$10.00 PER YEAR FOR JUST THE NEWSLETTER

IMPORTANT ADDRESSES TO NOTE:

TREASURER: LIBRARIAN:

LYNN GARDNER   BOB SADUSKY
642 LOIS DRIVE   13390 ST. CLAIR DR.
PITTSBURGH, PA   N. HUNTINGDON, PA
              15236   15642
SEND DUES TO.   ORDER PROGRAMS FROM.

WE WILL BE DEMONSTRATING AGAIN THE PROCEEDURE
FOR REVERSING THE PEB FAN SO THAT THE LOUD
ROAR THAT HAS CAUSED YOU DISTRACTION FOR SO
LONG WILL ELIMINATED. THIS WILL BE DONE AFTER
THE MEETING AND DEMONSTRATIONS ARE COMPLETED.
                                          JFW

THE FOLLOWING ARTICLE WAS TAKEN FROM THE PUG
PERIPHERAL, JULY 1990.

MY LOADERS
By Rick Keppler

HOW   TO   WRITE   YOUR   OWN
QUICK-AND-DIRTY MENU-DRIVEN X/B
LOADERS   THAT   LOAD   DARN-NEAR
ANYTHING!

When I purchased my first disk
drive system for my dusty old TI
console I was (like everyone
else)impressed with the speed at
which programs and files were
loaded. As I amassed more and
more floppies, I also became more
and more disturbed at all of the
wasted space I saw on all of
those disks. The average floppy
had only one or two applications
on it with part or most of the
available sectors unused. Since
many of these applications had
their own custom loader, they
seemed to be pretty much locked
into a solitary existence on
their own private floppy. Barry
Boone's GPL loader eventually
turned up as a good way to put a
bunch of GPL programs on one disk
and Funnelweb provided good
loaders   for   just   about
everything, but you had to carry
TI Writer, Editor-Assembler, and
everything else that goes with
this fine "shell" on every disk
just to use its menu loaders.
This is fine if you don't mind
several dozen copies of TIW,
DM1000, and E/A filling up your
"working" file box. Besides,
Funnelweb does take a while to

MY LOADERS
(continued)

load up to the user-menu. No, what I wanted was a way to set up one DSDD disk for Desktop publishing, one for financial applications, several for different types of games, some educational stuff for the kids, one that offered several telecommunications programs from one disk, etc, and I wanted to be able to load any mix of program types from ONE MENU presented at the selection of Extended Basic. And I didn't want to have to wait while the loader cataloged the disk. I wanted my menu NOW! As time went by I started to look at the way a lot of different loaders were written, just to see if I could get a handle on how to cook up my own custom X/B loaders and started to think that it was going to be a much bigger task than I was capable of handling. Some of the code was pretty heady stuff! Then I got one of those "AHA!" insights one of my old college profs was so fond of talking about way back when. The solution was so simple! What follows is my recipe for home-brew menu loaders. Before I continue, rest assured that I am not, I repeat, AM NOT a power programmer! Like many of you, I know just enough basic to get by. My loaders, with one exception, use only a handful of basic commands and they can all be found in the blue "BEGINNING BASIC" book that came with your console. To illustrate how to write your own custom loader, we will write a loader for a disk that we will call DESKTOP PUBLISHING. On this disk we will include TI Writer, TI Artist, Form Shop, Business Graphs 99, and Harry Brashear's Home Publishing Utilities. (NOTE- If you do not have DSDD drives , you will either have to split this up onto 2 floppies or leave a couple of things off.) Before we write the loader we will have to file-copy all of the programs to one disk. First we will copy all of TI Writer to our work-disk.

Now comes the neat trick...rename its X/B loader from LOAD to LOAD/TIW (or something similar). Next, file-copy TI Artist to your work-disk. Rename it's loader to LOAD/TIA. Do the same for FormShop, Business Graphs 99, and Home Publishing Utilities, renaming their respective loaders LOAD/FS, LOAD/BG-99, and LOAD/DTP respectively.

When you are done you will have all of the files from the master disks on your work-disk and no files named LOAD. Now you can write your loader.

```
10 CALL CLEAR
```
Line 10 ensures a clean screen before your menu is presented.
```
20 CALL SCREEN(2)
```
Line 20 blanks the screen to eliminate text scrolling.
```
30 PRINT " DESKTOP PUBLISHING"
40 PRINT
50 PRINT
60 PRINT "(1)...TI WRITER
70 PRINT
80 PRINT "(2)...TI ARTIST"
90 PRINT
100 PRINT "(3)...FORM SHOP"
110 PRINT
120 PRINT "(4)...BUSINESS
GRAPHS 99"
130 PRINT
140 PRINT"(5)...PUBLISHING
UTILITIES"
150 PRINT
160 PRINT
```
Lines 30-160 print the menu (but you can't see it yet).
```
170 CALL SCREEN(11)
```
Line 170 makes the menu appear all at once on the screen. This is also your chance to call up the screen color of your choice. (11 is a dark yellow.) If you like, you can call up the text color of your liking with a CALL COLOR command.
```
180 INPUT "PRESS CHOICE AND
ENTER:";C
```
Line 180 gets the user's selection.
```
190 IF C=1 THEN 260
200 IF C=2 THEN 270
210 IF C=3 THEN 280
220 IF C=4 THEN 290
230 IF C=5 THEN 300
240 IF C<1 THEN 180
250 IF C>5 THEN 180
```

Lines 190-230 use the input variable to branch off to the appropriate RUN routine. Lines 240 and 250 are error traps to prevent the usage of an improper variable.

```
260 RUN "DSK1.LOAD/TIW
270 RUN "DSK1.LOAD/TIA"
280 RUN "DSK1.LOAD/FS"
290 RUN "DSK1.LOAD/BG-99"
300 RUN "DSK1.LOAD/DTP"
```

Lines 260-300 load and run the original but renamed loaders for the appropriate software. These will then load and run the associated software. That's all there is to it! When you are finished writing your loader, save it under the file-name LOAD. Like I promised, the only basic statement that can't be found in the "BEGINNING BASIC" manual is the RUN "DSK1.x" statement that is executable only from Extended Basic. By the way, this can also be used in the command mode. If you're still using the OLD DSK1.x command, using this will save you a step in loading and running those X/B programs. You can use this method for writing menu loaders for any X/B programs. If you like, you can design a menu for a disk full of multi-file X/B games such as CAVES OF GROG, PAR-FORE, KARATE, WHEEL OF FORTUNE, TRIVIA 99, etc., just by renaming the loaders. You can make a BIG menu for loading a whole bunch of single-file X/B programs by loading them directly with RUN "DSK1.x" statements. If your screen fills up with menu, make the last choice on your menu an option for another page of choices. Then write a GOTO that clears the screen and prints a whole new menu. You can continue your choice numbers where you left off on the previous page or write a new INPUT statement and a new variable and start the choices at 1 again. This program can be merged with an existing loader and, by substituting a variable for the program name inside the original loader, a menu can be incorporated into it. This is especially handy for E/A#3-type programs that normally require a program name to be entered. I have done this successfully several times, usually without a hitch. Occasionally though, a loader will reference itself internally. In such a case the loader will hang up on you after you make your selection because when it reruns itself it will hang up at the INPUT statement. I do have a couple of pointers and cautions about all of this. First of all, some programs require a disk to have a certain name in order to run. A good example of this would be the DTP loader we wrote earlier. "Business Graphs 99" requires the disk to be named BG-99. This is not a problem, but you can only have one such program on a given disk. Secondly, I recommend avoiding the use of double colon multi-statement program lines. The program is much easier to set up and follow logically if each statement has its own line number and the RUN "DSK1.x" statements must have their own line numbers. Any speed improvements would be minimal with their usage, anyway. The use of the RESequence command will make modification to the program much simpler in the event you want to make future additions to your loaders. All gotos will be adjusted as well. By using this method, I have been able to squeeze six cram-packed floppy boxes worth of software into one floppy case of DSDD diskettes. I never have to catalog a disk to see whats on it and I never have to type a filename or command to load almost anything I want to use.

RK....Pitsburgh User Group

The TI Learning Machine

by M. Amundsen, OH USA

Below is a program that actually learns from the user! This program uses a binary search tree routine to ask you questions, look into it's "memory" for an answer and respond accordingly.

It is a great program for children (they get to "teach" the computer, not the other way around!) and it is an excellent example of the use of subroutines and the binary search tree.

Teaching the Learning Machine

The Learning Machine can only learn by asking questions. The first time you ever run The Learning Machine, you have to give it the first answers. After that, Learning Machine will build upon each new bit of information you give it. Below is a sample session with The Learning Machine:

1) At the Main Menu select <B> for Begin Session.

2) Answer N to the question "Is a file in memory?"

3) At the next menu select 2 to start a new file.

4) The Learning Machine learns to recognize something through a single distinguishing characteristic. In this session we will teach the Learning Machine about books. At the first prompt type "A Novel" for the first characteristic.

5) At the next prompt type the answer "Oliver Twist." The machine is now ready to start learning new items.

6) The Learning Machine will now ask you a question: "Is it a novel?" For now answer NO.

7) Since the Learning Machine knows of no other books, it gives up and asks you for the correct answer. This time type "Starting FORTH."

8) When it asks you for the distinguishing characteristic, type "about computers."

9) Continue this process until you have amassed a good body of questions (at present the Learning Machine can only keep track of 50 answers - change this in line 450 if you wish!).

10) To end a session just select <E> at the Main Menu and save your file to disk or cassette.

```
100 REM  ***********************
110 REM  *                     *
120 REM  *      T H E          *
130 REM  *                     *
140 REM  * L E A R N I N G     *
150 REM  *                     *
160 REM  * M A C H I N E       *
170 REM  *                     *
180 REM  ***********************
190 REM
200 REM       TI-BASIC
210 REM
220 REM       M AMUNDSEN
230 REM       TOLEDO, OH
240 REM        7/8/84
250 REM
260 REM       **********
270 REM       *VARIABLES*
280 REM       **********
290 REM
300 REM  A$-ANSWER
310 REM  C$-CHARACTERISTIC
320 REM  Q1$-QUEST HEADER
330 REM  Q2$-QUEST TAIL
340 REM  T1$-TEMP$
350 REM  T2$ TEMP$
360 REM     LL-LEFT LINK
370 REM     RL-RIGHT LINK
380 REM     P-ARRAY POINTER
390 REM     N-# OF ITEMS
400 REM
410 DEF TABR=29-LEN(M$)
420 DEF TABC=(28-LEN(M$))/2
430 Q1$="IS IT "
440 Q2$="?(Y/N)"
450 DIM C$(50),A$(50),LL(50),RL(50)
460 REM
470 CALL CLEAR
480 CALL SCREEN(6)
490 FOR L=1 TO 12
500 CALL COLOR(L,16,1)
510 NEXT L
520 REM
530 REM  *LOGO*
540 REM
550 FOR X=133 TO 143
560 READ X$
570 CALL CHAR(X,X$)
580 LOGO$=LOGO$&CHR$(X)
590 NEXT X
600 DATA 3C4299A1A199423C,6324242320202473,
0C92928C9292920C,1010505078101038,6094F79494949090
610 DATA 0000679494170404,00001C91911C,
0304E21111E10106,000039444438,4088DC8888888804
620 REM
630 REM  ***************
640 REM  *TITLE SCREEN*
650 REM  ***************
660 REM
670 REM
680 FOR L=1 TO 14
690 READ M$
700 PRINT TAB(TABC);M$
710 NEXT L
720 DATA T H E,,L E A R N I N G,,M A C H I N E,,,,,,,,
730 REM
740 CALL HCHAR(8,7,42,19)
750 CALL HCHAR(16,7,42,19)
760 CALL VCHAR(9,7,42,7)
770 CALL VCHAR(9,25,42,7)
780 M$=LOGO$
790 PRINT TAB(TABC);M$:::
800 GOSUB 3800
810 REM
820 REM  *******************
830 REM  *MAIN SUPERVISOR*
840 REM  *******************
850 REM
860 CALL CLEAR
870 PRINT "SELECT ONE:"::::
880 PRINT TAB(7);"<B>EGIN SESSION"::::TAB(7);"<L>IST
ITEMS":::TAB(7);"<I>NSPECT FILE":::TAB(7);
"<E>ND SESSION"::::
890 XR$="BLIE"
900 GOSUB 3710
910 ON XR GOSUB 960,1120,1230,1340
920 GOTO 860
930 REM
940 REM  *BEGIN SESSION*
950 REM
960 CALL CLEAR
970 PRINT "IS A FILE IN MEMORY?(Y/N)."::::
980 GOSUB 3960
990 IF XR=1 THEN 1070
1000 PRINT "SELECT ONE:"::::TAB(5);"1 - OPEN  OLD FILE"
:::TAB(5);"2 - START NEW FILE"::::::
1010 XT=2
1020 GOSUB 3880
1030 IF XX=1 THEN 1060
1040 GOSUB 3490
1050 GOTO 1070
1060 GOSUB 2900
1070 GOSUB 1480
1080 RETURN
1090 REM
1100 REM  *LIST ITEMS*
1110 REM
1120 CALL CLEAR
1130 PRINT "USE FILE IN MEMORY?(Y/N)":::
1140 GOSUB 3960
1150 IF XR=1 THEN 1180
```

```
1160 GOSUB 3170
1170 GOSUB 2900
1180 GOSUB 2290
1190 RETURN
1200 REM
1210 REM  *INSPECT FILE*
1220 REM
1230 CALL CLEAR
1240 PRINT "USE FILE IN MEMORY?(Y/N)":::
1250 GOSUB 3960
1260 IF XR=1 THEN 1290
1270 GOSUB 3170
1280 GOSUB 2900
1290 GOSUB 2570
1300 RETURN
1310 REM
1320 REM  *END SESSION*
1330 REM
1340 GOSUB 3170
1350 PRINT ::"CONTINUE THE SESSION?(Y/N)":::
1360 GOSUB 3960
1370 IF XR=1 THEN 860
1380 REM
1390 PRINT :::"PROGRAM TERMINATED":::
1400 FOR L=1 TO 500
1410 NEXT L
1420 CALL CLEAR
1430 END
1440 REM  **************
1450 REM  *TAKE A GUESS*
1460 REM  **************
1470 REM
1480 P=1
1490 CALL CLEAR
1500 PRINT "LEARNING SESSION":"===============":::
1510 REM
1520 REM  CHARACTERISTIC
1530 REM
1540 M$=Q1$&C$(P)&Q2$
1550 GOSUB 4080
1560 GOSUB 3960
1570 IF XR=1 THEN 1750
1580 REM
1590 REM     WRONG
1600 REM
1610 IF RL(P)=999 THEN 1680
1620 P=RL(P)
1630 PRINT ::
1640 GOTO 1540
1650 REM
1660 REM   I GIVE UP!
1670 REM
1680 GOSUB 2060
1690 RL(P)=N+1
1700 GOSUB 2180

1710 GOTO 2000
1720 REM
1730 REM  ACTUAL ITEM
1740 REM
1750 PRINT :::
1760 M$=Q1$&A$(P)&Q2$
1770 GOSUB 4080
1780 GOSUB 3960
1790 IF XR=1 THEN 1970
1800 REM
1810 REM     WRONG
1820 REM
1830 IF P=LL(P)THEN 1900
1840 P=LL(P)
1850 PRINT ::
1860 GOTO 1540
1870 REM
1880 REM   I GIVE UP!
1890 REM
1900 GOSUB 2060
1910 LL(P)=N+1
1920 GOSUB 2180
1930 GOTO 2000
1940 REM
1950 REM     CORRECT!
1960 REM
1970 PRINT ::::". . . I THOUGHT SO!":::::
1980 FOR L=1 TO 500
```

```
1990 NEXT L
2000 RETURN
2010 REM
2020 REM  ****************
2030 REM  *LEARN NEW ITEM*
2040 REM  ****************
2050 REM
2060 CALL CLEAR
2070 PRINT "I GIVE UP!":"========":::
2080 PRINT "WHAT IS THE ANSWER?"::
2090 INPUT T1$
2100 PRINT ::"I SEE...":::"WHAT'S DISTINGUISHES"::T1$::
"FROM"::A$(P);"?":::
2110 INPUT T2$
2120 RETURN
2130 REM
2140 REM  **************
2150 REM  *UPDATE LINKS*
2160 REM  **************
2170 REM
2180 N=N+1
2190 C$(N)=T2$
2200 A$(N)=T1$
2210 LL(N)=N
2220 RL(N)=999
2230 RETURN
2240 REM
2250 REM  ************
2260 REM  *LIST ITEMS*
2270 REM  ************
2280 REM
2290 CALL CLEAR
2300 PRINT "LIST FILE":"=========":::
2310 PRINT "WANT A PRINTOUT?(Y/N)"::
2320 GOSUB 3960
2330 IF XR=0 THEN 2380
2340 PRINT "ENTER DEVICENAME:"::
2350 INPUT DN$
2360 DN=1
2370 OPEN #DN:DN$
2380 FOR L=0 TO DN
2390 PRINT #L:"THE FOLLOWING ITEMS ARE IN":"THE FILE:
";FN$::
2400 NEXT L
2410 FOR L=1 TO N
2420 FOR L2=0 TO DN
2430 PRINT #L2:A$(L)
2440 NEXT L2
2450 NEXT L
2460 IF DN=0 THEN 2490
2470 CLOSE #DN
2480 DN=0
2490 PRINT :::
2500 GOSUB 3800
2510 RETURN
2520 REM
2530 REM  **************
2540 REM  *INSPECT FILE*
2550 REM  **************
2560 REM
2570 CALL CLEAR
2580 PRINT "INSPECT FILE":"===========":::::
2590 PRINT "WANT A PRINTOUT?(Y/N)"::
2600 GOSUB 3960
2610 IF XR=0 THEN 2660
2620 PRINT "ENTER DEVICENAME:"::
2630 INPUT DN$
2640 DN=1
2650 OPEN #DN:DN$
2660 FOR L=0 TO DN
2670 PRINT #L:"THE FOLLOWING ITEMS ARE IN":"THE FILE:
";FN$::
2680 NEXT L
2690 FOR L=1 TO N
2700 FOR L2=0 TO DN
2710 PRINT #L2:"   L -";L
2720 PRINT #L2:"C$(L)-";C$(L)
2730 PRINT #L2:"A$(L)-";A$(L)
2740 PRINT #L2:"  LL -";LL(L)
2750 PRINT #L2:"  RL -";RL(L)
2760 PRINT #L2:
2770 NEXT L2
2780 NEXT L
2790 IF DN=0 THEN 2820
```

```
2800 CLOSE #DN
2810 DN=0
2820 PRINT ::
2830 GOSUB 3800
2840 RETURN
2850 REM
2860 REM     ***********
2870 REM    *OPEN FILE*
2880 REM     ***********
2890 REM
2900 CALL CLEAR
2910 PRINT "LOAD FROM:"::::TAB(5);"1 - DISK":::TAB(5);
"2 - CASSETTE":::::::
2920 XT=2
2930 GOSUB 3880
2940 IF XK=2 THEN 2980
2950 INPUT "FILENAME: DSK":FN$
2960 FN$="DSK"&FN$
2970 GOTO 2990
2980 FN$="CS1"
2990 OPEN #1:FN$,SEQUENTIAL,INPUT ,INTERNAL,FIXED 192
3000 PRINT :::TAB(7);"LOADING FILE..."
3010 REM
3020 REM  GET DATA
3030 REM
3040 INPUT #1:N
3050 FOR L=1 TO N
3060 INPUT #1:C$(L),LL(L),A$(L),RL(L)
3070 NEXT L
3080 CLOSE #1
3090 PRINT ::"THERE ARE";N;"RECORDS ON FILE.":::
3100 FOR L=1 TO 500
3110 NEXT L
3120 RETURN
3130 REM     ************
3140 REM    *SAVE  FILE*
3150 REM     ************
3160 REM
3170 CALL CLEAR
3180 PRINT "SAVE THIS FILE?(Y/N)":::::
3190 GOSUB 3960
3200 IF XR=1 THEN 3220
3210 GOTO 3430
3220 PRINT "SAVE TO:"::::TAB(5);"1 - DISK":::TAB(5);"2
- CASSETTE":::::::
3230 XT=2
3240 GOSUB 3880
3250 IF XK=2 THEN 3290
3260 INPUT "FILENAME: DSK":FN$
3270 FN$="DSK"&FN$
3280 GOTO 3300
3290 FN$="CS1"
3300 OPEN #1:FN$,SEQUENTIAL,INTERNAL,OUTPUT,FIXED 192
3310 PRINT :::TAB(7);"SAVING FILE..."
3320 REM
3330 REM  SAVE DATA
3340 REM
3350 PRINT #1:N
3360 FOR L=1 TO N
3370 PRINT #1:C$(L),LL(L),A$(L),RL(L)
3380 NEXT L
3390 CLOSE #1
3400 PRINT :::"THERE ARE NOW";N;"RECORDS ON FILE.":::
3410 FOR L=1 TO 500
3420 NEXT L
3430 RETURN
3440 REM
3450 REM     ****************
3460 REM    *START NEW FILE*
3470 REM     ****************
3480 REM
3490 CALL CLEAR
3500 PRINT "START NEW FILE":"==============="::::
3510 PRINT "ENTER FIRST CHARACTERISTIC:"::
3520 INPUT C$(1)
3530 PRINT :"ENTER THE FIRST ANSWER:"::
3540 INPUT A$(1)
3550 LL(1)=1
3560 RL(1)=999
3570 N=1
3580 PRINT :::
3590 GOSUB 3800
3600 RETURN
3610 REM
```

```
3620 REM     ****************
3630 REM    *              *
3640 REM    *  SUBROUTINES *
3650 REM    *              *
3660 REM     ****************
3670 REM
3680 REM
3690 REM    *KEY-LET/B*
3700 REM
3710 CALL SOUND(150,1400,0)
3720 CALL KEY(0,XK,XS)
3730 IF XS=0 THEN 3720
3740 XR=POS(XR$,CHR$(XK),1)
3750 IF XR=0 THEN 3720
3760 RETURN
3770 REM
3780 REM    *KEY-CON/B*
3790 REM
3800 PRINT " PRESS ANY KEY TO CONTINUE "
3810 CALL SOUND(150,600,5)
3820 CALL KEY(3,XK,XS)
3830 IF XS=0 THEN 3820
3840 RETURN
3850 REM
3860 REM    *KEY-NUM/B*
3870 REM
3880 CALL SOUND(150,1000,0)
3890 CALL KEY(3,XK,XS)
3900 IF (XK<49)+(XK>XT+48)+(XS=0)THEN 3890
3910 XK=XK-48
3920 RETURN
3930 REM
3940 REM    *KEY-ANS/B*
3950 REM
3960 CALL SOUND(150,800,0)
3970 CALL KEY(3,XK,XS)
3980 IF XS=0 THEN 3970
3990 IF XK<>89 THEN 4020
4000 XR=1
4010 GOTO 4040
4020 IF XK<>78 THEN 3970
4030 XR=0
4040 RETURN
4050 REM
4060 REM    *WRAP/B*
4070 REM
4080 X1=0
4090 M$=M$&" "
4100 X2=POS(M$," ",X1+1)
4110 PRINT SEG$(M$,X1+1,X2-X1);
4120 IF X2=LEN(M$)THEN 4150
4130 X1=X2
4140 GOTO 4100
4150 RETURN
```

NEWS ON THE HFDC CARD FROM CHRIS PRATT.

THERE IS NO NEW INFORMATION ON THE HARD FLOPPY CONTROLLER. I BELIEVE THAT ANOTHER MONTH WILL NOT AFFECT YOUR DECISION TO OR NOT TO, ORDER A HARD CARD FOR YOUR TI.

BE PATIENT! YOU FIRST HEARD OF THIS CARD AT THE LIMA FAIR IN MAY. YOU SHOULD KNOW BY NOW THAT TO GET A GOOD FINISHED PRODUCT WILL TAKE A FEW MONTHS. (NOT YEARS).

YOU WILL EITHER BE HEARING DIRECTLY FROM CHRIS OR BE SEEING ORDER FORMS HERE.
JFW

ATTENTION ALL TI USER GROUPS

AND CASSETTE USERS

The popular series, "Getting The Most From Your Cassette System," written by Mickey Schmitt for the TI cassette-based user, is now available directly from the author in an all-new format.

What is this all-new format?

This all-new format is a 52-page, professionally typeset, loose-leaf booklet (without the holes), containing all of the original articles which first appeared in the West Penn 99'ers newsletters (though all have since been updated, corrected, and improved). In addition, new material that surfaced since the release of the original series has been added, making this booklet as complete as possible for the TI cassette-based user.

Why the loose-leaf pages (without the holes)?

This particular format was chosen specifically so that user groups who purchase a copy of this booklet, directly from the author, could use their copy as a "master copy," making additional copies as needed for their own club's membership. Thus, a user group need only purchase one copy of the cassette booklet, the author will benefit by the sale to the user group, and the user group's members will all be able to benefit by their club's purchase.

What more can be said about this new cassette booklet?

This cassette booklet provides an excellent opportunity for all user groups to provide a source of help to those club members who are still using a cassette-based system, as well as providing a source of help to those who are just joining a user group. The future existence of all TI user groups is dependent upon meeting the needs of the membership. This booklet is intended to fulfill one of those such needs.

To order your copy directly from the author, please send $9.95 plus $2.50 shipping and handling in the USA, or $9.95 plus $4.00 shipping and handling outside the USA (in US Funds) to:

Mickey Schmitt
196 Broadway Avenue
Lower Burrell, Pa 15068

Please Note: This copying agreement is not offered to any commercial company, nor are user groups given permission to distribute copies of this booklet outside their own membership.

IN THE SPIRIT OF TI
by: Christopher Pratt

I have recently found a gold mine of TI treasures for the "do-it-yourselfer". In the Spring 1990 "All Electronics Corp." catalog, aside from their enormous supply of electronics and surplus components, they list brand new original TI items! The most common of these TI parts are the TI-99/4A Power Supply, Transformer, and Keyboard, which all sell for $3.50 or 10 for $3.00. The Power Supply and Transformer are also available as a set for $5.00 a pair. More exciting finds include the original MBX Microphone Headset for the Milton Bradley Voice Recognition Expansion System, the original PE-BOX push-on/push-off switch, the 3' power cord with the built in fuse which runs from the transformer to the wall, the TI R/F Modulator, battery holders for the 3 volt lithium cells used in Mini-Memory and Super*Cart Modules, and heat sinks that will fit a standard size board (ie. Myarc' Geneve). These parts come in handy, especially for those of you who frequent TI shows and hamfests. Price and part number breakdown:

Item	Cat #	Price
18 volt lamp transformer	ACTX-1885	$3.50 ea.
		10 for $30.00
TI switching power supply	PS-30	$3.50 ea.
		10 for $30.00
Special power supply and transformer set	PS-TX	$5.00/set
		10 sets for $45.00
Electret Mike w/Headband (MBX Headset)	HMK	$1.50 ea.
48 key assembly (TI Keyboard)	KP-48S	$3.50 ea.
		10 for $30.00
R/F Modulator	AVMOD	$5.00 ea.
Heat sinks (Fit TI cards)	HS-222	3 for $1.00
5 pin DIN to Dual RCA (monitor cable)	DIN-RCA	$1.50 ea.
		10 for $13.00
		100 for $100.00
16 pin cable connector (for TI parallel)	RCSC-16	$1.00 ea.
Single station D.P.D.T. (push/on power switch for P-BOX)	NISW-1	2 for $1.00
Holder for lithium battery (1" dia.)	HLBAT	$1.00 ea.

All of the above and more is available from:

ALL ELECTRONICS CORP.
P.O. BOX 567
VAN NUYS, CA 91408
800-826-5432

HEY, DOES THE FACT THAT IT'S SUMMER GIVE SOME OF YOU THE IDEA THAT WE CAN ALL TAKE A VACATION. YOU WILL NOTE THAT MOST OF THIS SUMMER HAS SEEN THE WEST PENN 99'ER FI ED WITH RTICLES ROM EITHER ME OF OUR MBERS LISHE N OTHER SLETTERS OR TICL T A ROM MBERS.

I' OVER THREE YEARS AM TO **STOP THE PRESS!** CAN FROM 7:30 SEE THE FAL RERUNS. I DON' I've changed my mind HOBBY ANY MO at the last minute T'S YOUR FAULT. about publishing This U MAKE SOME SE little Editorial. I TAKEN A LONG didn'T have any Thing S GROUP to put in this spot RT- ICULAR so this graphic of

THE an apparently destroyed NG STRAIG text panel, I will IXTY NESS, VA have the article at SICK- THAT P The West Penn Meeting CONSE on August 21ST for N T GET anyone who is MINUTES WHEN THE interested. BE AT THE MF THIRTY CAPA PEOPI A BIT FRUSTRATING

I'M N D LE ER EDITU PAY $1 R YEAR UES. I DON'T EVEN GET A NEWSLETTER! I'D LIKE THE CHANCE TO BE A USER FOR AWHILE LIKE MANY OF THE REST OF YOU.

UNTIL NEXT MONTH...JFW

This program was something I have prayed to create for a long time. It has involved many hours, still I believe it was my Lord Jesus, the Son of God who gave me the guidance and courage to create this program. I believe it is something that you will enjoy to play and will teach you very much about the Bible, God's Holy Word. Please feel free to pass this along to others. But do not change any part of this program or documentation.

'BIBLE TRIVIA' is a menu-driven program utilizing your diskdrive and XB. It is very simple to use.

1. This program will boot from XB.
   (Be sure to place file disk in drive one.)
2. Press the number you wish to play, then the datafile for that particular topic will be loaded from the disk.

The following are your choices of topics from which you can choose in this program.

NEW TESTAMENT - OLD TESTAMENT - BIBLE QUOTES - BIBLE BOOKS
PROPHETS/PROPHECY (part 2), GUESS WHO?

On topic TRUE/FALSE use letters T or F.
On topic PROPHETS/PROPHECY (part 1) use the letters Y or N.

Your comments and sugguestions are welcomed. Any bugs that you find. Please let me know and I do my best to correct it. If you feel this program is worth $5.00 to you then mail it to the address up above.

I apreciate the time you have taken to read this file.
I hope you enjoy this program.

Steven DeGeare

'How sweet are thy words unto my taste! yea, sweeter than honey to my mouth ... They word is a lamp unto my feet and a light unto my path.   PSALM 119:103,105

BIBLE TRIVIA
VERSION 2.0

A SHAREWARE PROGRAM, WRITTEN BY:

STEVEN DEGEARE
(c) 1988

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3217 PEERY AVE.
KANSAS CITY, MO

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MEETING TUESDAY THE 21st!