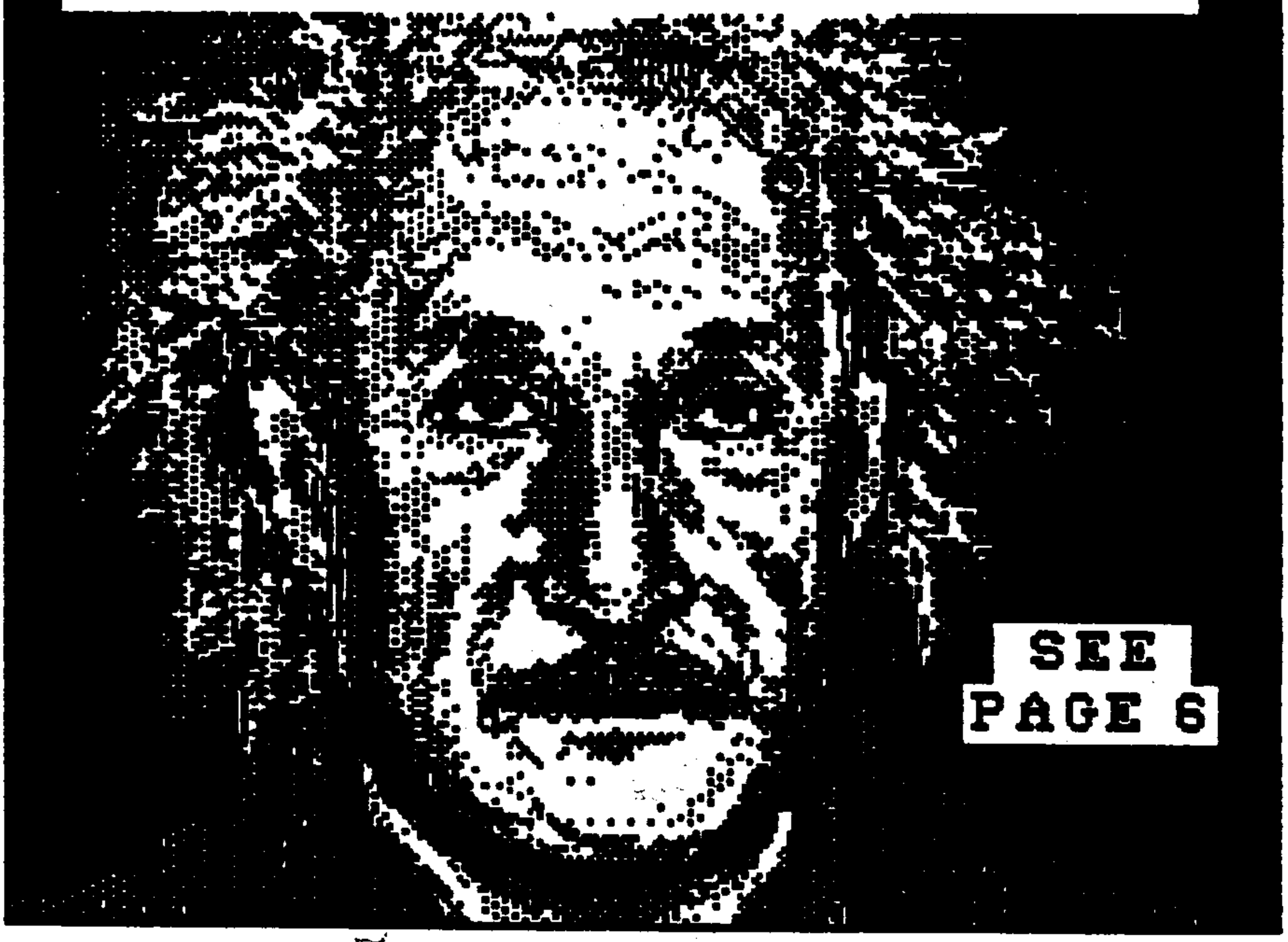
N.Y. 99er

INTERFACE

OCTOBER 1988 $1.25

DO YOU NEED A DATABASE!



SEE PAGE 6

INTERFACE CONTENTS

WNY 99'ERs USERS GROUP EXECUTIVE BOARD

PRESIDENT.....Robert Coffey Jr.
VICE PRESIDENT.....Rich DiChristina
SECRETARY.....Mary Ann Robson
TREASURER.....Liz Seib

COMMITTEE CHAIRMEN

PROGRAM.....JoAnn Suttner
LIBRARY.....Robert Coffey
SERGEANT AT ARMS.....Hollie Brashear

INTERFACE EDITORIAL STAFF

EDITOR.....Harry Brashear
STAFF.....Robert Coffey.....Liz Seib.....Greg Mioducki

CLUB BBS *THE 39 STEPS* 1(716)837-2818

INTERFACE is a publication of the WESTERN NEW YORK 99'ers USERS GROUP. It is intended as a source of news, information and instruction. Articles and opinions expressed in this newsletter do not necessarily reflect the opinions of either the editorial staff or members of the users group.

INTERFACE will appear monthly except bi-monthly from June to September, and will be available to all paid members of the users group.

Articles submitted for publication must be received by the second week of the month to be included in the following month's issue. For those submitting articles prepared by the TI-Writer word processor package, please submit a disk containing the file to be published. The disk will be returned to you. The inclusion of articles will be solely at the discretion of the editorial staff. The editors further retain the right to edit any article submitted.

Advertising space is available at modest rates. For information on rates, write to the INTERFACE at the address below. Classified ads must be limited to eighty (80) characters including spaces and are free of charge to all paid up members. Address all inquiries to:

WNY 99'ers USERS GROUP
c/o 84 Glenhaven Dr.
Amherst, NY 14120

The WNY 99'ers USERS GROUP meets on the second Wednesday of every month . For information call Harry Brashear, President, at (716)778-9104. Yearly Dues are $20 per family and $15 for an associate (Will attend no more than three regular monthly meetings).

Members are entitled to receive the monthly newsletter, have access to the software library and attend all general meetings, seminars and workshops sponsored by the Group.

THE PRES'S PLACE

BOB · COFFEY PRESIDING

Newsletter exchanges, when one totals up postage and printing costs, can be an expensive proposition for any club. I was reading the September issue of the Chicago Times (from the Chicago TI Users Group) and Nick Iacovelli Jr. has a very interesting suggestion for newsletter exchange.

We trade newsletters with 30 TI clubs in the US and Canada. From what I can gather, the average for other clubs seems to be around 50. I read that Chicago trades with 102 clubs, out of their list of 200 TI clubs. Nick organizes the newsletter exchange for Chicago, and suggests that it can be done much easier than it is done now. Essentially, each club mantains their own trade lists and sends individual copies of their newsletter to the clubs that they trade with, and only a few clubs have Not-for-Profit status for reduced mailing rates.

We would like to see every club send just 1 issue to a national printer, where the national printer duplicates every newsletter for everyone else, and then sends 1 package to every club containing everybody else's newsletters.

It would only take a couple of people to spearhead this operation (with their own local printing palace of choice). The printing expense would be lowered because of the massive bulk rate and the single package going to every club. If enough clubs showed interest in this, I'm sure they could lower costs even more by using bulk-rate mailing.

Send all inquiries to Nick or myself: R. Coffey, 102 Woodgate Road, Tonawanda, NY 14150. It is about time we get this thing organized so we can save ourselves time, misery, and money!

The club's insurance for meeting at the church has increased 33% to $140, and the members at the September meeting voted overwhelmingly to keep the insurance for another year.

Some of you have already renewed your membership for the 1988-89 year, but many more have not yet done so. Please free yourself of forgetting to renew, and sit down and do it now. It will only take a few minutes, and we would appreciate it greatly! RJC-10/88

-BASIC BASICS-

GETTING STARTED IN PROGRAMING

Welcome back, folks. This month we will add the customer inputs, corrections, and printout to our invoicing program.

First, there are a couple of line changes from last month you should be aware of, though. First of all, I decided to add the customer's phone number to the inputs. The reason for this is that some of you may want to use this as a telephone directory for your customers. If the data files are loaded into a ram disk, I think it will be quite fast enough for such a function.

Next, please take note that there has been an ON ERROR line added to the program, but be sure to REM this line out until you are finished debugging. Otherwise, you won't get error messages for your typing mistakes.

There is a new sub-program called CALL CL(A,B,) added to the bottom.

I have also placed some of the common variables at the top of the program so you can remember what they are when you look later on.

Finally, please take note of line 105. It carries the defaults for the data drive number and year you are working with. Make sure you set them to your own system configuration.

Type in this section of the program and save it as a merge file, then bring in last month's work and merge this month's with it. Let me know about any bugs in the program, or anything that bugs you about it. Happy programming!

* * * * * *

```
 10 !QU()=QUANITY
 11 !NM$()=PRODUCT CODE
 12 !DE$()=DESCRIPTION
 13 !PE()=PRICE EACH
 14 !TI()=TOTAL(QU*PE)
 15 !CD$=CUSTOMER CODE
 16 !NA$=CUSTOMER NAME
 17 !AD$=CUSTOMER ADDRESS
 18 !CT$=CUSTOMER CITY
 19 !ST$=CUSTOMER STATE
 20 !Z$=CUSTOMER ZIP
 21 !PH$=CUSTOMER PHONE #
105 YEAR$="88" :: DD$="9"
300 !************************
310 !*  INIT NEW YEAR      *
320 !************************
380 OPEN #1:FN$,RELATIVE,INTERNAL,FIXED 128,OUTPUT :: PRINT
#1,REC 0:1 :: CLOSE #1
```

```
500 !************************
510 !* ADD CUSTOMER INFO *
520 !************************
530 CALL CLS :: CALL D(2,2,"CUSTOMER INPUT:CORRECT,ADD"):: C
ALL D(3,5,"OR PRINT LIST?(C/A/P)"):: CALL D(4,2,RPT$(CHR$(14
1),26))
540 CALL A(3,26,-1,"CAPcap",ACP$)
550 IF ACP$="C" OR ACP$="c" THEN S=1 :: GOTO 570 ELSE IF ACP
$="" THEN CALL CLS :: GOTO 160
555 IF ACP$="P" OR ACP$="p" THEN 1000
560 CALL CL(2,3):: CALL D(2,3,"CUSTOMER INPUT: TYPE END"):: 
CALL D(3,5,"AT CODE INPUT TO QUIT"):: CALL D(4,2,RPT$(CHR$(1
41),26))
570 FN$="DSK"&DD$&".CUST"&YEAR$
580 !ON ERROR 4500
590 OPEN #1:FN$,RELATIVE,INTERNAL,FIXED 128,UPDATE :: INPUT
#1,REC 0:X :: CALL CL(5,6):: IF S=1 THEN S=0 :: GOTO 700
600 CALL D(6,2,"CODE:"):: CALL D(8,2,"NM:"):: CALL D(10,2,"A
D:"):: CALL D(12,2,"CITY:"):: CALL D(12,23,"ST:"):: CALL D(1
4,2,"ZIP:")
610 CALL D(18,2,"PH#:"):: CALL
D(18,19,"REC#:"&STR$(X))
620 CALL A(6,7,6,"Aa",ACP$):: CD$=ACP$ :: IF CD$="END" THEN
PRINT #1,REC 0:X :: CLOSE #1 :: CALL CLS :: GOTO 160
630 IF CD$="" THEN 600
640 CALL A(8,5,23,"Aa",ACP$):: NA$=ACP$ :: IF LEN(NA$)>=22 T
HEN CALL A(9,2,12,"Aa",ACP$)::
NA$=NA$&ACP$
650 CALL A(10,5,23,"Aa",ACP$):: AD$=ACP$ :: IF LEN(AD$)>=22
THEN CALL A(11,2,12,"Aa",ACP$)::
AD$=AD$&ACP$
660 CALL A(12,7,16,"Aa",ACP$):: CT$=ACP$
670 CALL A(12,26,2,"Aa",ACP$):: ST$=ACP$ :: CALL A(14,6,12,"
Aa",ACP$):: Z$=ACP$
675 CALL A(18,5,14,"Aa",ACP$):: PH$=ACP$
680 CALL D(21,2,"IS THE ENTRY OK? Y"):: CALL A(21,19,-1,"YNy
n",ACP$):: IF ACP$="N" OR ACP$="n" THEN 600
690 PRINT #1,REC X:CD$,NA$,AD$,CT$,ST$,Z$,PH$ :: X=X+1 :: CA
LL CL(21,21):: GOTO 600
700 !************************
710 !*CUSTOMER CORRECTIONS*
720 !************************
730 CALL D(6,3,"ENTER THE CODE:END   "):: CALL A(6,18,-6,"Aa
",ACP$):: IF ACP$="END" THEN CALL CLS :: GOTO 910 ELSE COD$=
ACP$ :: A=1
740 FOR I=A TO X-1 :: INPUT #1,REC I:CD$,:: IF CD$=COD$ THEN
 INPUT #1:NA$,AD$,CT$,ST$,Z$ :: R=I :: GOTO 760
750 NEXT I :: CALL CL(17,17):: CALL D(17,3,"CUSTOMER CODE NO
T FOUND!"):: GOTO 910
760 CALL D(8,2,"1>"&CD$):: IF
LEN(NA$)>23 THEN CALL D(9,2,"2
>"&SEG$(NA$,1,23)):: CALL
D(10,4,SEG$(NA$,24,LEN(NA$)))ELSE
CALL D(9,2,"2>"&NA$)
770 IF LEN(AD$)>23 THEN CALL
D(11,2,"3>"&SEG$(AD$,1,23)):: C
ALL D(12,4,SEG$(AD$,24,LEN(NA$)))ELSE
CALL D(11,2,"3>"&AD$)
```

```
780 CALL D(13,2,"4>"&CT$) :: CALL
D(14,2,"5>"&ST$) :: CALL D(1
5,2,"6>"&Z$)
790 CALL D(17,2,"IS THIS THE CUSTOMER?(YN)Y") :: CALL A(17,27
,-1,"YNyn",ACP$) :: IF ACP$="N" OR ACP$="n" THEN A=X :: GOTO
740
800 CALL CL(17,17) :: CALL D(17,2,"WHICH LINE NUM? 0") :: CALL
 A(17,18,-1,"1234567890",ACP$) :: N=VAL(ACP$)
810 IF N=0 THEN 900 ELSE ON N GOTO 820,830,850,870,880,890
820 CALL A(8,4,6,"Aa",ACP$) :: CD$=ACP$ :: GOTO 800
830 CALL A(9,4,23,"Aa",ACP$) :: NA$=ACP$ :: IF LEN(NA$)>=22 T
HEN CALL A(10,4,12,"Aa",ACP$) ::
NA$=NA$&ACP$
840 GOTO 800
850 CALL A(11,4,23,"Aa",ACP$) :: AD$=ACP$ :: IF LEN(AD$)>=22
THEN CALL A(12,4,12,"Aa",ACP$) ::
AD$=AD$&ACP$
860 GOTO 800
870 CALL A(13,4,16,"Aa",ACP$) :: CT$=ACP$ :: GOTO 800
880 CALL A(14,4,2,"Aa",ACP$) :: ST$=ACP$ :: GOTO 800
890 CALL A(15,4,12,"Aa",ACP$) :: Z$=ACP$ :: GOTO 800
900 PRINT #1,REC R:CD$,NA$,AD$,CT$,ST$,Z$
910 CLOSE #1 :: GOTO 500
1000 !**********************
1010 !*PRINT CUSTOMER LIST*
1020 !**********************
1030 IMAGE ######  ##################################  ####
##########################  ##################  ##     ##
##########
1040 IMAGE ##############
1050 CALL CLS :: CALL D(2,3,"TURN ON YOUR PRINTER AND") :: CA
LL D(3,8,"PRESS <ENTER>")
1060 CALL KEY(0,K,S) :: IF S=0 THEN 1060 ELSE IF K=13 THEN 10
70 ELSE 1060
1070 OPEN #1:"PIO",VARIABLE 132 :: PRINT #1:CHR$(27);CHR$(67
);CHR$(60);CHR$(14);TAB(12);"CUSTOMER LISTINGS" :: PRINT #1:
CHR$(15) : :
1080 PRINT #1:"CODE #  CUSTOMER NAME AND PHONE
 ADDRESS                                  CITY                 ST
  ZIP":RPT$("-",130)
1090 FN$="DSK"&DD$&".CUST"&YEAR$ ::
OPEN #2:FN$,RELATIVE,INT
ERNAL,FIXED 128,INPUT :: INPUT #2,REC 0:X
1100 FOR I=1 TO X-1 :: INPUT #2,REC(I):CD$,NA$,AD$,CT$,ST$,Z
$,PH$
1110 PRINT #1,USING 1030:CD$,NA$,AD$,CT$,ST$,Z$ :: PRINT #1:
TAB(9);:: PRINT #1,USING 1040:PH$
1120 NEXT I :: CLOSE #1 :: CLOSE #2 :: CALL CLS :: GOTO 160
4500 CALL D(24,5,"DRIVE OR INPUT ERROR") :: CALL SCREEN(7) ::
CALL SOUND(2000,1200,0) :: RUN
5000 !**********************
5010 !*    SUB-PROGRAMS    *
5020 !**********************
5210 !****CLEAR LINE*****
5220 SUB CL(A,B) :: FOR I=A TO B :: CALL D(I,2,RPT$(CHR$(32),
26)) :: NEXT I :: SUBEND
```

CALL GREG(TIP$)

PRESENTED BY GREG MIDDUCKI

DATABASE SYSTEMS
(An overview of the DATABASE SYSTEMS,
in two parts).
Part I

If you were to believe the magazines and general rhetoric, Database Systems are utterly complex and only understood by the average PhD in Computer Science. But like many areas, this computer complexity has more form than substance. Sometimes comprehension can be as simple as the inability to make "heads or tails" of the documents, which in turn makes the finer points (like using a program) virtually impossible. These so called "simple instructions" can be a forever nemesis unless you get the subject material down and well in hand. In consequence, this (and the next) article will attempt to lead you through the fundamentals of a database system and, at the same time, provide a good basis for my next month's installment of this column, which deals with the program TI-Base.

To begin, there are three main types of database programs which are in wide use today: File Management Systems, Relational Database Management Systems, and Network/Hierarchical Database Systems.

File Management Systems:

File Management Systems (also called Information Management Systems) were available long before the term "Database" became popular. A file management system automates the construction of business programs and concentrates on file definition, data-entry programming, sorting, and creating reports. Such a system allows non-programmers to put together straightforward business programs.

Traditional file systems aid in the creation of single-file systems and often provide indexes for direct access. For example, assume that you receive mail and phone inquiries in response to an advertisement you place in a computer magazine. You can use a file system to record customer contacts. You would have one record per customer, with each record typically including information such as the customer's name, address, and phone number, the date contacted, and a record of the product of interest. Each record would have its own identification number. The format of the file is defined by telling the computer the name and length of each field (sometimes this length is done automatically by the database program) and noting whether the field is numeric or alphabetical.

To search for a particular customer, you enter the ID Number; the program either scans the whole file sequentially or uses the index to find the customer directly. Once the record

is found, you may delete it or modify it using another menu.

Relational Database Systems:

You can consider the Relational Database Management System as one step up from the File Management Systems. But be careful; some features of file systems are not found in Relational Systems. Both systems work with individual files on databases but, unlike File Systems, Relational Systems usually have their own computer languages that let you operate on an entire database with a single command.

Relational Systems have become extremely popular chiefly because of their simplicity. Easier to learn than other databases, relational systems allow you to build a complex database system one step at a time. The name comes from a mathematical concept called a relation, which is simply a table. This table is stored in the computer as a file (or database) in which records are represented as horizontal rows, and fields as vertical columns.

There is only one inherent problem: A record is dependent on a key "word" or number and if an inadvertant mistake loses that key "word," you will be hard-pressed to fish out your requested file. And, believe it or not, this happens with a fair amount of regularity.

Network/Hierarchical System:

Of all microcomputer database management systems, this is the closest copy of the commercial database systems in general use on large computers. This is no accident - the leading package started with standards set by a computer industry group called CODASYL (Conference on Data Systems Languages).

If you use a file management system, you are used to looking at your data as physical files (just as you would if you were a BASIC or COBOL programmer). You have a collection of records, each divided into fields. The Relational System continues with this approach but uses different terminology. The Network/Hierarchical System, however, departs radically from this approach and applies a different logic to the data as a whole. The physical layout of the data is no longer of concern to you, so you can forget about files even though records, fields, and data items still remain.

You have already seen that the Relation (or table) is the basic in Relational Systems. On the other hand, in the Network/ Hierarchical System, the basic unit is the "set." Without belaboring "set" theory directly, just keep in mind this one thought conception... That of a "set" of anything (a set of silverware, a set of golf clubs, a set of screwdrivers, etc.), each unit of a set performs a unique and special function, but will always remain part of that original "set." Moving ahead with this short theory, you probably already have begun to conceptualize and see the application and main theme of a Network/Hierarchical System working. If instead, your eyes have begun to glaze over and these words have become hazy, put this explanation aside and try again tomorrow.

* * *

Hopefully, with the above paragraphs as a primer, everyone can be brought "up to speed" for next month's column on TI-Base. In the meanwhile, if you have already purchased TI-Base, see if you can identify which category it falls in, i.e. File Management System; Relational Database System; or Network/Hierarchical System. GLM 10/88.

NEWS + VIEWS (SCANDAL:OPINION)

Hi folks! By the time you read this, summer will really be gone and we will be getting into my favorite time of year, fall. The TI community never missed a stroke this summer, everything is hot, So let's do it!

Chicago. What the heck is going on out there? There's not much more than rumors at this point, but it looks to me like things are going to hell in a handbag for sure. The editor and the BBS sysop (both of whom have gone all out for their group for some years) have both resigned from the Chicago group. I have it on pretty good authority that Carol Goldstein couldn't get articles for the newsletter from anybody all summer, hence a very thin issue of their usually half-pound of printing was published. I also understand from another newsletter that the BBS is to be moved and will now accept all computers. Could it be that some member of the staff has moved to a clone... and now wishes to drag the entire membership down the tubes as well?

In conjunction with this, I want to quote a few lines from a letter I received from one of our out-of-state members this morning.

"I have been a member of the Chicago group for three years now, but I have to say that you guys are the best. I have written them letters and never received an answer. I ordered their Fair(e) tape last year and now they're getting ready for another.." (Editor: I assume this means he never got it.) "They are also non-responsive to the needs of non-resident users like me."

Jim also kept putting in "...your (OUR!) group...". I can't tell you how good this makes me feel. Thanks Jim, I hope we never let you down.

* * * * *

TI-BASE is being completely rewritten. Although only a couple of bugs have popped up, they want to make the code a little more efficient. This is ok by me. Maybe with a little luck they will make the engine that drives this thing a little more understandable to TIers. It may also have to do with the fact that they have had a lot of difficulties with porting over data from other bases. It's a great program in spite of this. I recommend it highly for those of you who need more than PR-Base.

* * * * *

PRESS is running on schedule so far and it will certainly be available for the Chicago faire. I understand that Charles has put a Myarc hard disk controller into his system and it is working great with the program.

Speaking of Charles, there should be a Vrs 2.2 of Telco soon. I don't know what more can be done with this program, but I'm sure it will be great. The new DM1000 is still being

over-seen by Charles, and is rumored to be called DM2000. I have also heard rumors of a new spreadsheet after Press is finished. Eat your heart out IBM, we have Charlie.

* * * * *

Look for two new graphic packages for TI-Artist from Texaments this fall. By the way, if you want to see a real screamer of a BBS, call the one that's hooked into Texaments. The number is 1-516-475-6463. I called it a couple of times lately and while there isn't that much that's really news, it's worth a shot just to see what a super TI BBS can do. God, is it fast!

* * * * *

Also, I have it on good authority that JOYPAINT will have a major new update at Chicago. While I was working on my new manual this summer, I had a chance to really get into this fantastic Great Lakes product. I'll tell you, if had not been for the time factor (Artist got here first), JoyPaint would have taken the lead. That is one heck of a graphics program. It costs more than Artist, but it's worth the price. If they could change the file structure enough to allow Artist pictures and Instances into the main program, it would be bye-bye Artist for me. Disloyal, you say? Nope, not at all, I just recognise good when I see it.

* * * * *

The final news is that HOME PUBLISHING ON THE 994/A is finished and will be available for purchase at the November Meeting. It will be eighty pages, plus software. This one is too big of a gamble for the group to take to I am going to support it myself and kick the money back into the group treasury. If we get the same interest as we did on The Writers, we should be in good shape.

THE VIEW FROM THE POINT: For those of you who have heard about my confrontation on Genie with the "Miller camp," I would like to explain myself, in as few words as possible.

I have nothing against Craig Miller, only his ignorance of the people he was dealing with. I have stated that I only got two things out of him- the first thing he did, and the last. (Smart Programming Guide for Sprites and Super Extended Basic.) I am not including his Xbasic games in this because anybody with a little experience could have done these. In between the forementioned products, I also bought his three other major works; DiskAssembler, Explorer, and Advanced Diagnostics. These products were never designed with me in mind, or ninety percent of the rest of the community, for that matter. Miller threw a fit when sales dropped off and blamed it on the pirates, instead of the fact that the products weren't for the community at large. I agree that he was trying to make a living, and he deserved whatever he got, but there's an old saying, "If you can't convince them, confuse them." I have a vision of the average user buying these products and sitting slack-jawed and entranced while they went through their paces, totally amazed at what he was witnessing. When he was finished, the program went on the shelf and stayed there, because the average user still had no idea of what he was looking at.

Instead of giving us what we needed to work with the TI, he gave us things that only the upper two percent of the community could use. There are many people today that are as

good as Miller ever was and they are making a good buck on us because they give us things like Graphic Enlarger, Telco, TI-Base, EZ-Keys, PreEditor, etc. These are products for US, and products I support. I might also point out that they are NOT protected, but they sell well.

So for the last time, I have nothing against Craig Miller and, having talked to him a couple of times many years ago, I would have to say that I thought he was a pretty nice guy, but his attitude towards us and his business sucked! 'Nuff said!

Disk OF THE Month

Diskname DOM:10/88 Date 10/04/88 Files 22

Filename	File Type	Size	Comment
!READ-ME!	D/V	80	4 Read this text file!
BG-DOCS	D/V	80	4 Docs for Ball and Garfield demo.
B/HAT-LOAD	PGM	32	2 Loads B/HATCHERY.
B/HATCHERY	I/V	254	50 Billy Ball at the Hatchery.
BBAELLE	PGM	882	5 Bouncing Ball demo, part 1.
BBAELLF	PGM	6144	25 " " " , part 2.
BBAELLG	PGM	5574	23 " " " , part 3.
BBAELLH	PGM	370	3 " " " , part 4.
BBAELLI	PGM	3756	16 " " " , part 5.
BOOT	PGM	6656	27 Main Menu.
CHARA1	PGM	1030	6 Character set for BOOT.
GGARF1	PGM	882	5 Garfield demo, part 1.
GGARF2	PGM	6144	25 " " , part 2.
GGARF3	PGM	5548	23 " " , part 3.
GGARF4	PGM	1378	7 " " , part 4.
GGARF5	PGM	1842	9 " " , part 5.
LOAD	PGM	798	5 Loads BOOT.
NOTEWORTHY	PGM	9964	40 Noteworthy, XB game.
NUT-Z	PGM	7329	30 Nut-z, XB game.
SCAN	PGM	4790	20 Scan, checks for peripherals.E
SCAN/DOCS	D/V	80	6 Docs for SCAN.
SPRITE	PGM	4609	20 Sprite, by Jim Brylinski.

REAR WINDOW

INSIDE THE LIBRARY & BBS

by Bob Coffey: Librarian/Sysop

By now, everyone should have a copy of the Library Catalog! Many thanks to Harry and Liz for sacrificing their weekend to help me put it together. Any order that I recieve that uses the request form inside the catalog will get a new copy of the catalog with their order.

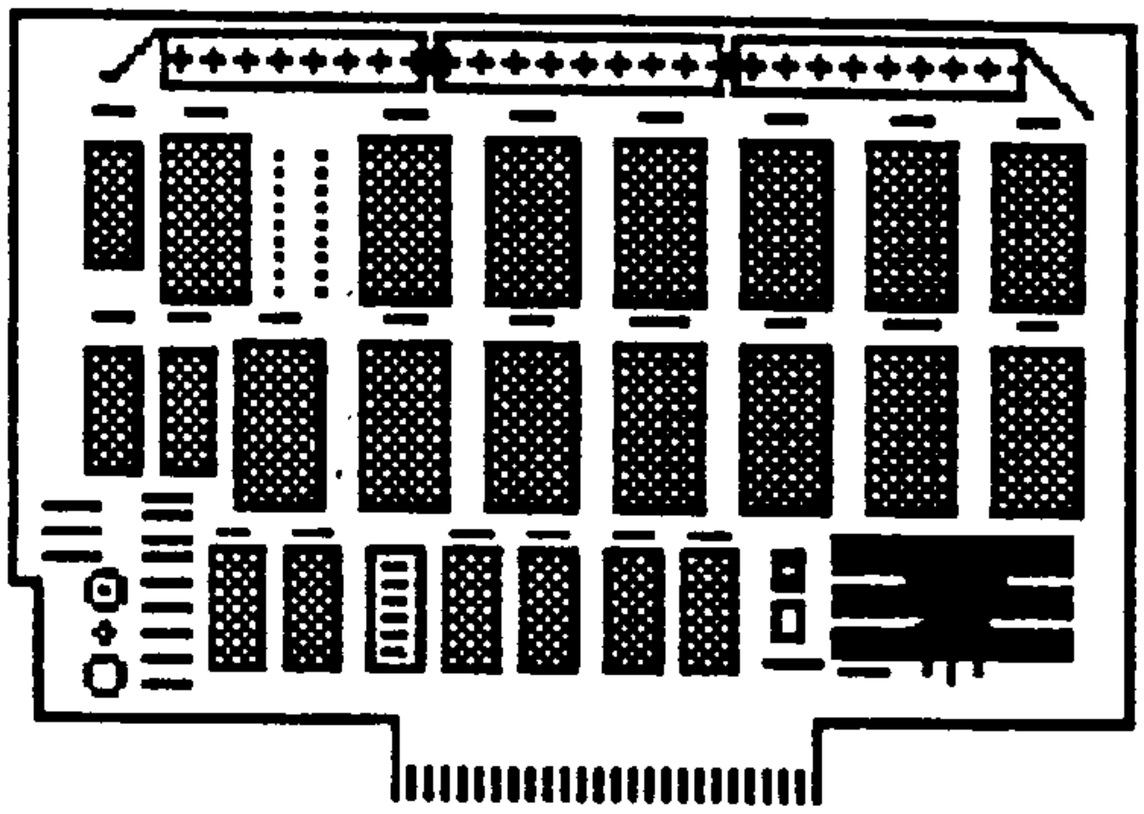
For those of you who get MICROpendium (and you should be taken out and shot if you don't!), you will remember the article explaining the Comic Show Editor in the July '88 issue. The program is fairware, and the library just recieved a copy of it. (207 sectors arced) What a program it is! It lets you animate a series of TI-Artist pictures. You must make each slide yourself, but the results are fantastic. Documentation is included with the program. It also lets you change the speed at which it flips thru your slides. It can create a free standing animation, loadable thru E/A option #5, or equivalent. The program also includes 3 animations, which are quite well done. If you have any interest in cartoons, you'll want this program! Oh, word has it that it won't run on the Myarc 9640, though.

Paul Scheidemantle has released version 2.0 of his Disk Labeler 99 program as fairware, and it is another new addition to our library. It literally gives you hundreds of different ways to print a disk catalog. It supports both 1 inch and 1.5 inch labels. It also features date, multiple columns (up to 4), saving and loading labels from disk, and putting your own disk clasification on the label. It is the most versatile disk labeler I have ever seen, a "disk labeler" to end all others.

You remember a program called TASS (Tri Artist Slide Show), which performed a slide show on all Artist, Graphx, and Draw and Plot pictures on a series of drives, including RAM disks. Gary Bowser has updated the program to version 3.00.88, now known as TASS 2001. There are some improvements and one interesting addition. You now select the delay for each drive ahead of time, which can be handy for hands-off demonstrations.

The addition that I noticed was, if you specified drive #0 in your drive list, it will perform a lines demo or 40 pictures. The one ting different about this lines demo is that you select your own time delay between pictures, and each picture comes up completed, so you don't get to watch it draw. Also, you can at any time (even during the lines demo) stop the slideshow and save the picture to disk in either Artist, Graphx, or RLE format. It claims to have a true RLE format, unlike MAX-RLE. I have been unable to confirm that claim at this time, but this new version of TASS is much nicer than before, and loads quite quickly. For those who have been using TASS, you'll want this new version! Like CSE and DL99, this is also in our library, for $1.

THE HORIZON WAY



This is going to be a lean article this month because there really isn't too much new on this front. There are no new ROSes because the last one that JJ made works fine. (7.3) There are no new memory upgrades because 1 meg is as good as you get. The chip prices haven't gone down so the price ($300.00 for 284K) is stable. Life has gotten down right boring! I have come to take for granted that my RAMs are in there, operating flawlessly day in and day out, and that they can't be beat.

Lately, I have come across one little problem, though, that I thought I should warn you about, again. Because some people don't use their computers as much as I do, they are starting to experience some battery problems. (I.E. the batteries won't hold the charge.) It's ok if you want to run down to Radio Shack and grab a new set of rechargables, but keep in mind that when you put in new batteries, they require a FULL charge. This means you put them in and leave the compute running for at least 12 hours. I prefer 24 hours, myself Also, PLEASE, if you have metal battery holders, check th connections with a magnifier to be sure there are no hairlin cracks between the battery ends and the holder connections This has caused more grief than anything else.

Next month I will be able to tell you a lot more about th new P-Grom card because I will have one in my own hot litt hands. Yep, first boy on my block to try one of the 'litt monsters out. I WANT IT! I am so tired of connections goi bad on my Xbasic cartridge right in the middle of programmin With the P-Grom it will always be there, along with whatev else I want. By the way, I have confirmed that you will able to add to these things at a later date, though I don know how much. They come with 64K of Grom space, and I'd li to see that doubled.

REVIEWS

WHATS NEW IN HARD AND SOFTWARE

YAHOO, IT WORKS!! The picture you see on the back page of the Interface is a MacIntosh picture. No, I didn't suddenly give up on my trusty old TI, I just got to use a little something from a "big Mac".

The program that accomplished this for me is called MACFLIX from Genial Software. Very simply, what it does is allow you to read a MacPaint file into VDP, look at it in sections, or print out the entire picture. If you find a segment of the picture that you like, you can also save a screen to a TI-Artist format. Needless to say, you are only going to be able to save maybe an eighth of the entire allowable MacIntosh format. If you want to, though, you can save consecutive pictures and print them out one by one to hook them together. I'm not sure how pratical that is for most applications, it's just something you COULD do. The printout you get through MACFLIX does give you the entire picture, though.

There are tons and tons of these Mac pictures out there, just dying to be chopped up for our system. If you can locate someone with an IBM that has a lot of these, just get him to copy to his disks and use PC-Transfer to get them over to your format. There is a utility that comes with MACFLIX that you can use in the PCT program that will convert the Mac file straight through to the TI format. It's as easy as pie and I do reccomend that you have both MACFLIX and PC-TRANSFER, it won't be the last thing we steal from the big boys!

\+ + + + +

There is a new freeware disk of Extended Basic games being distributed by Tex-Comp called The Best of the U.K. The games were written by Roland Trueman from Cheshire, England and they seem to be a good blend of many other familiar games.

Of the six games on the disk, at least three of them are based on an unfamiliar video hero, Billy Ball. Billy is the main character in Billy Ball Plays Catch, Billy Ball at the Hatchery, and Billy Ball to the Rescue, but the character in the game Noteworthy looks suspiciously like him, also.

I guess that the easiest and least confusing way to review them is one at a time, in the same order as they appear on the menu.

1- Billy Ball Plays Catch- This game is played with joysticks on one screen, a puzzle of floor levels and ladders. Billy has to catch different items dropping from the sky, and must navigate the floors and ladders to do it. To complicate matters, a nasty looking critter is patrolling the floors and if he touches Billy, Billy drops to the ground and dies. Our hero is not defenseless, however, he can punch this critter and knock him for a loop, giving himself time to get to the falling

objects.

At the bottom of the screen is a row of boxes and each time Billy catches something, one of the boxes gets filled. When the entire row is filled, Billy advances to the next level, which actually means he is catching a new object. The first level it's hearts, the second has musical notes, etc., etc.

The game is colorful and has pleasant musical sounds to accompany all actions, but the graphics are rather simple. The instructions say that the falling items are slow-moving, and that is certainly true. A lot of time is spent fighting with the critter, waiting for the objects to get within reach. I think that younger children would enjoy this game, but anyone older would tire of it quickly.

2- Billy Ball at the Hatchery- I found this game much more entertaining. This time, Billy is in a much more complex maze which changes with every level advance. There are no monsters here, what you are fighting is the clock.

The screens are made up of many small floors connected by elevators. Beneath the floors are scattered "eggs" which, if allowed to incubate, will hatch aliens to eat Billy. One at a time, the eggs light up, and then Billy has 50 seconds to reach whichever egg is hatching and jump up and down on it. This causes the egg to break loose from its level and crash to the ground. The eggs light up randomly and he may be in one corner of the maze when an egg in the opposite side comes to life. If it appears unlikely that Billy will reach the egg in time, he has two secret weapons to use. Each screen has two hammers strategically placed which, when Billy touches them, will shake the framework, also causing the eggs to dislodge and fall to the ground.

When all of the eggs are destroyed on one screen, a new, more complex screen appears. This game has all the color and music of the previous one, plus it is more fun to play. Hint: Make sure the up and down connections of your joystick are working well.

3- Billy Ball to the Rescue- This is the most challenging of the Billy Ball games. It is played from the keyboard and is a mini-graphic adventure game. At the top of each screen is a small diagram showing the entire playing field and where Billy is in relation to the castle tower which lies at the end. Each screen moves Billy one step closer to the tower.

Billy meets many monsters in this game, and they get progressively more difficult to avoid. And avoid them he must because as far as I can tell, he is defenseless against them. If he touches ANYTHING but the ground, he dies. Most of the obstacles and monsters he meets behave in predictable manner, so I think it is actually possible to make it to the tower. After many attempts at it, though, I must confess that I never reached that objective. In fact, I never made it past the third screen.

One of the biggest problems that I had with this game was trying to get used to the unusual keys used for moving. The game uses the Q, A, P, L, and space bar, and I just couldn't make the right fingers work at the right time. I did have a good time trying, though.

4- Flooraway- This game is reminiscent of both Runner and Space Station Pheta. There are two versions on the disk,

keyboard and joystick, and they are equally difficult.

The graphic character in this game looks like a smaller version of the one in Runner and he must traverse a maze of bricks and disappearing floors to collect jewels and get to the teleporter. I enjoyed playing both Runner and Pheta very much, and when I first saw the screen to this game, I anticipated at least as much pleasure. Playing it, however, proved much more difficult.

Very few of the floors and rooms containing jewels are even near each other, and the only possible way to go from one to the other is using the disappearing floors. I found it very difficult to move and jump at the same time, which limited my travelling ability a great deal. If the floor below you disappears and you drop more than one level, you are dead, and I died hundreds of times. Needless to say, I have no idea what level 2 of this game looks like. If your tolerance levels are higher than mine, however, and you want to try this game, I do have one small bit of information to help you. When you are standing on a floor beneath a disappearing floor, you can jump straight up through the floor. Don't linger long, though. Know where you want to go before you attempt it.

5- The 2cnd Floor- Yes, I think this is a continuation of the previous game, only trickier. (It also only comes in a joystick version.) This game even asks what level of difficulty you want to play, and if you want to view the floors ahead of time. It has the same character, only this time there are no disappearing floors. The floors of this screen form a large Happy Face, with jewels scattered around it. You are to collect the jewels.

The problem is that ALL of the floors seem to be made of quicksand and if you stand in one place too long, you'll sink. This means you must keep jumping up to unstick your feet AND try to deal with the awkward motion of the game. The quicksand and the maze are complicated even further by what appears to be blue beams running vertically between floors. They also mean instant death.

I didn't spend too much time on this one, having had my patience exhausted by Flooraway, but there is an elevator that you can ride from the lowest level to the top of the screen. Jump off before it gets there, though.

Like all of the games that came before this on this disk, the colors and sounds were very nice, but I think that the movement needs work.

6- Noteworthy- This last game reverts to the style of the first three games, and like I mentioned above, it seems to be Billy Ball at it again. This game is played with the keyboard, using the normal directional keys.

The screen is divided into four levels, and each level contains many musical notes. Parts of the floors seem to be made out of xylophone keys and the instructions tell you to press the up key when you are beneath the largest of them. This is the way to travel between floors, but once you go up, you can never come down again. At the top of the screen is one exit, which leads you to the next, and progressively more difficult, screen.

The object is to pick up as many music notes as possible and each time one IS picked up, a corresponding tone is sounded. This feature makes playing the game very pleasurable,

it's almost like playing music on your computer. Things are made more difficult, however, by various monsters roaming the levels, and also by triangular hazards attached to the bottom of each level. These hazards randomly thrust down, and if Billy Ball happens to be under one when it does, he gets squashed.

I spent several evenings playing these games to prepare for this review, and found a little boredom, more than a little frustration, and a great deal of relaxation and fun. I think Mr. Trueman has done a very good job using only Extended Basic, and if you like games, these just might be worth your while.

EDITORS NOTE: The following article was taken from the October 1988 issue of The Long Island Texas Instruments 99er Users Group newsletter.

Two Joysticks In One
by Curtis Borders

This is how I made two joysticks out of one:

First, you will need one of those surplus joystick cables. All the pins will have to be there with the exception of pins 1 and 6. (Pins 1 and 6 are not used on the TI 99/4A.) You can get one at "Star Surplus" on N. High St. in Columbus. They sell for about $1.99.

OK, now that we have the cable, take your favorite joystick- it can be Atari, Boss, EPSX5ooXJ, or Wico, but I would not waste my time on TI joysticks. Take the joystick apart and unsolder the cable from the connectors, all but the ground (or common) wire. That's the wire that connects all the pads together.

Take your new cable and a ohm meter and write down all the pin numbers and what color wire it is, because all color codes may not be the same. Take the ____ color wire from pin 2 to one of the outside terminals of the switch, then take the ____ color wire from pin 7 to the other side of the switch.

Take a short piece of wire from the center of the switch and solder it to the ground (or common) wire. If the switch is wired up right, when it is in one position, you will be using joystick number 1, and when it is in the other position, you will be using joystick number 2.

Take the ____ color wire from pin 3 to the joystick up position.

Take the ____ color wire from pin 8 to the joystick down position.

Take the ____ color wire from pin 9 to the joystick right position.

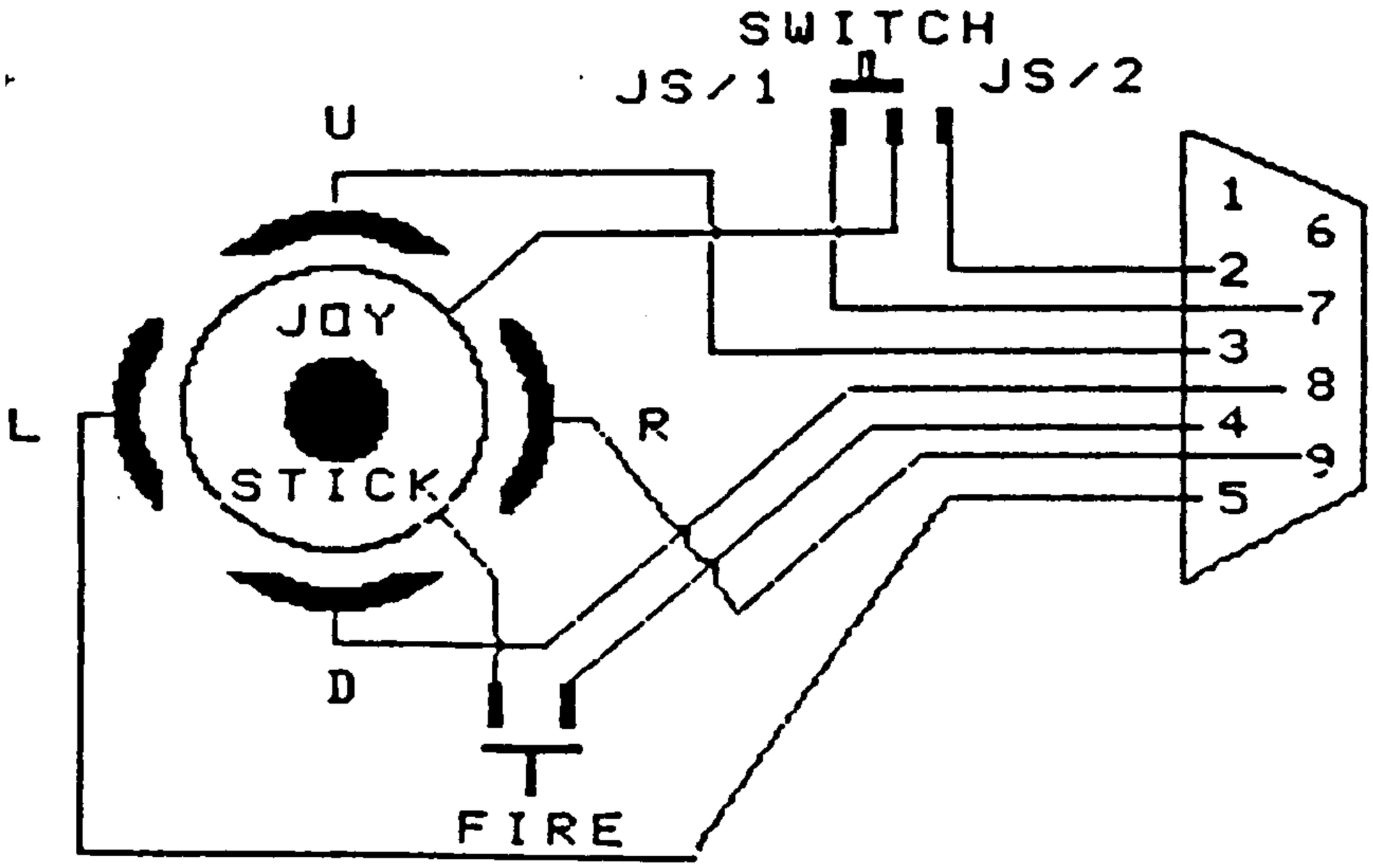
Take the ____ color wire from pin 5 to the joystick left position.

Take the ____ color wire from pin 4 to the joystick fire button. The other side of the fire button will go to the ground (or common) wire.

DIAGRAM ON NEXT PAGE. . .

```
5 4 3 2 1
 9 8 7 6
```

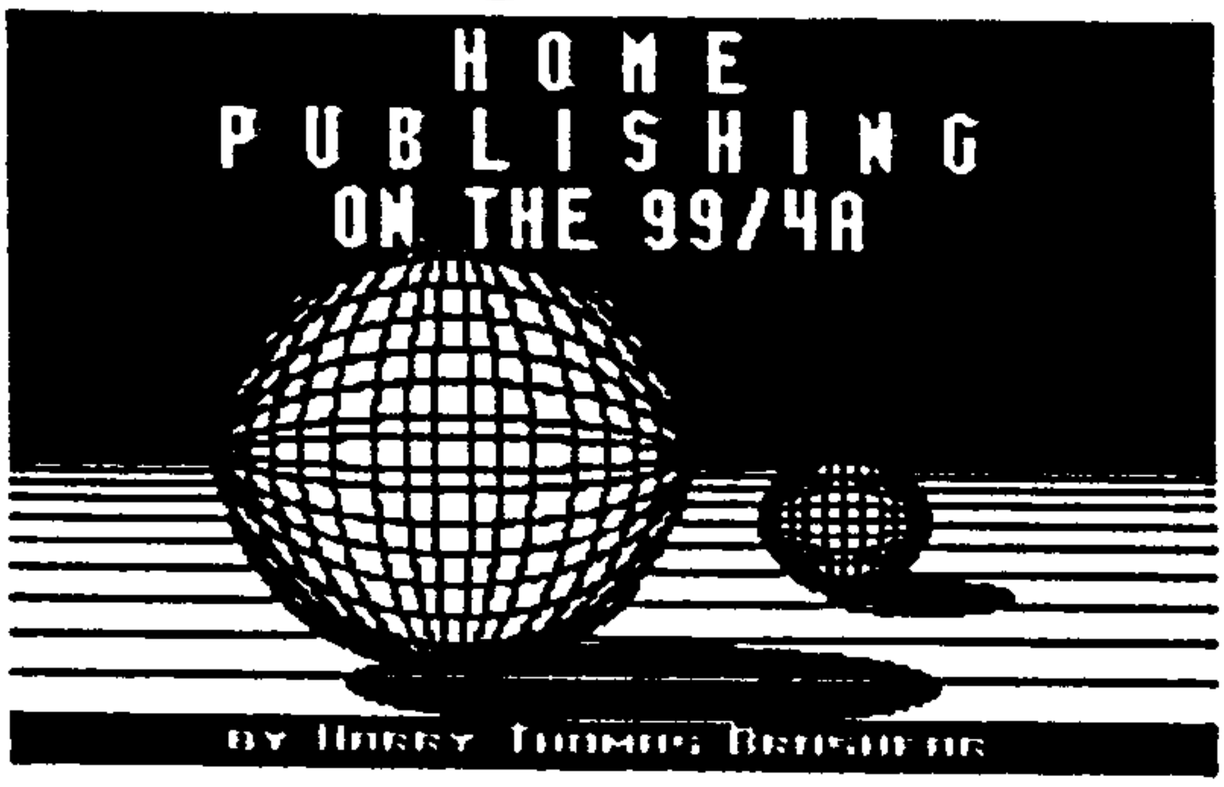
```
1  Not Used
2  Common-Joyst #1
3  Up
4  Fire
5  Left
6  Not Used
7  Common-Joyst #2
8  Down
9  Right
```



If you liKed..

THE WRITERS

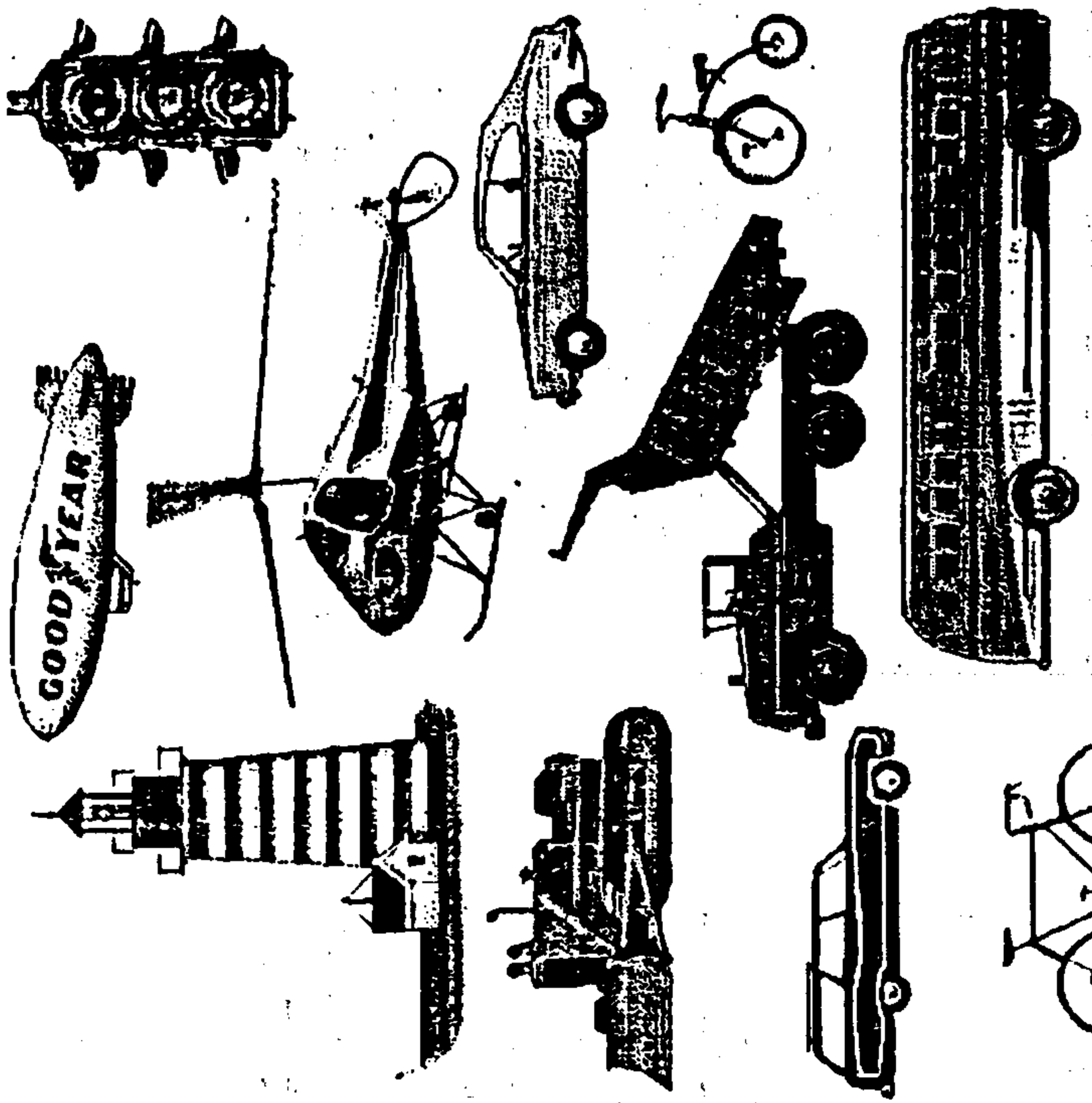
You're gonna love..



HOME PUBLISHING IS NOT A MANUAL ON HOW TO PROGRAM THE TI COMPUTER. IT'S A MANUAL ON HOW TO USE THE PROGRAMS WE HAVE FOR THE CREATION OF BEAUTIFUL BANNERS, PICTURES, AND CREATIVE TEXT.
IT WILL SHOW IN DETAIL WHAT CLIPS AND INSTANCES ARE AND HOW TO USE THEM.
IT ALSO CATALOGUES OVER 160 FONTS AND SHOWS HOW THEY MAY BE USED.
HOME PUBLISHING TALKS ABOUT THE MANY GRAPHIC PROGRAMS, JUST HOW THEY RELATE TO EACH OTHER, OR HOW TO PUT THEM TOGETHER TO WORK FOR YOU.

BUT IT DOESN'T STOP THERE. THE MANUAL YOU GET IS EIGHTY PAGES LONG... AND IT JUST WASN'T ENOUGH. FOR THE COST OF THE ORIGONAL MANUAL YOU WILL ALSO RECEIVE TWO TWENTY PAGE SUPPLEMENT ISSUES DURING THE COMING YEAR. THIS IS SO YOUR MANUAL WILL ALWAYS BE UP TO DATE WITH INFORMATION ON THE LATEST IN GRAPHICS SOFTWARE.
YOU WILL ALSO RECEIVE A DISK OF PROGRAMS TO HELP YOU MAKE YOUR DOCUMENTS LOOK THEIR BEST. THE PROGRAMS INCLUDE A TI-ARTIST INSTANCE PRINTER THAT WILL NOT LEAVE ANY SKIP LINES IN THE PRINTOUT, A PROGRAM TO ORGANIZE YOUR FONTS AND GRAPHICS, AND THE WORLDS BEST COLUMNIZER.
THE TOTAL COST FOR THE COMPLETE PACKAGE WILL BE $15.00.
THIS WILL INCLUDE ALL POSTAGE AND HANDLING. FOR GROUP PURCHASING OF A MINIMUM TEN COPIES, THE COST WILL BE $12.50 EACH INCLUDING POSTAGE.
MAKE CHECKS PAYABLE TO: WESTERN NEW YORK 99ERS
C/O HARRY T. BRASHEAR
2753 MAIN STREET
NEWFANE NY. 14108

THANK YOU! THIS PAGE WAS MADE USING THE PICASSO PUBLISHER



WNYROGER
2753 MAIN ST
NEWFANE NY
14108

25USA

BUFFALO
OCT
PM
14

TO:

***SMAUG/99
RT 4, BOX 23
BREWTON AL
36426

FIRST CLASS MAIL