N.Y. 99er INTERFACE

MERRY CHRISTMAS

From The UNY99ER Staff

WNY 99'ERs USERS GROUP EXECUTIVE BOARD

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:

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Amherst, NY 14120

The WNY 99'ers USERS GROUP meets on the second Wednesday of every month . For information call Bob Coffey, President, at (716)833-4714. 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 PRESS PLACE

BOB · COFFEY PRESIDING
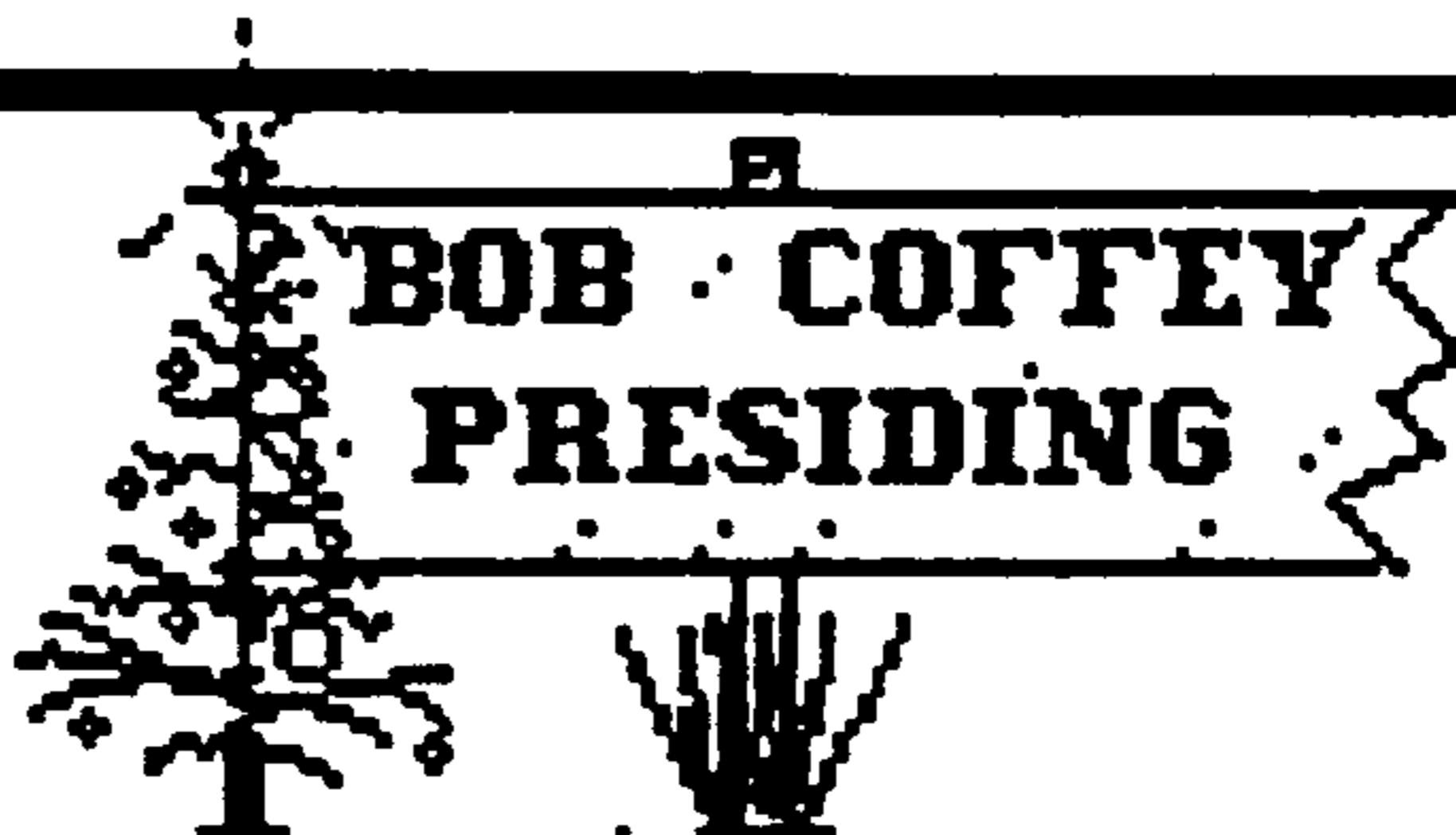
The holidays are here, and I'd like to wish all TIers world-wide a safe and happy holiday season!!!

For those of you who may have bought a new Star NX-1000 printer (EPROM version 1.4), you will find that it will NOT work with your TI (but will work with other computers). It seems the v1.4 EPROM has a problem communicating with our PIO interface, and will just sit there and do nothing! Star is now aware of the problem. You will need take your EPROM (right under the print head track) and send it back to Star. I suggest you call Star's technical support line and tell them your problem (and that you have a Texas Intsruments computer!) and they will give you an address where you can send back your old EPROM and receive a new EPROM that will work properly.

I would imagine anyone with a Geneve would have the same problem with a v1.4 EPROM. But, if you have a Star printer and can use it with some (or all) programs, then your printer is OK! The Star NX-1000 is a wonderful printer, and is worth keeping to work out any problems you might have with it!

Well, it seems the things have gone from bad to worse for the Long Island TI Users Group (LITI). It began with one of their members getting a good(?!) idea about including users of other computers in their club. Now it seems the kettle has come to a boil and their newsletter editor has left them flat. (Their newsletter was done on an IBM.) He claimed it was cutting into his personal life. Hey, my ties with the WNY 99'ers cut into my personal life too; it has since I got into the thick of things 4 years ago!

Now in the wake of losing their editor, they are going to require all their members to perform demonstrations at the meeting. Did these guys just walk out of Disneyland?! If they follow thru with that intention, they might as well hold meetings in the Magic Kingdom, because no one will show up!

The officers have to expect that they will be the select 2% doing the work. Come on, would you belong to the AAA if you had to drive that tow truck on alternate weekends? Of course not.

What do they need to do to keep things rolling along smoothly? Well, they need to sit down and TALK things over with their membership. If the membership can't offer help and fill any vacant offices, then they don't deserve a club. Nuff said?
RJC-12/88

— BASIC BASICS —
GETTING STARTED IN PROGRAMING

Back to the invoicing program. I'm sorry I missed last month.. I just had too much to do to leave time for this.

This month we will program the invoice entries. I need to tell you that there is very little room in this section for entry errors. The program is fast becoming a monster and time is short. Please note that there is some new code in the CALL A sub-program, so make sure you pick this up. Next month we will add the invoice printout and following that the stat programming. At that point I want to hear from anybody that intends to really use this program. If enough people are going to, then I will add some correction lines. L8r... htb

```
1199 !**********************
1200 !*     INVOICING     *
1201 !**********************
1210 FN1$="DSK"&DD$&".CUST"&YEAR$ :: DATE$="00/00/"&YEAR$ ::
CALL CHAR(33,"00000 0FFFFFF")
1220 IMAGE $#####.##
1230 CALL CLS :: CALL D(2,2,"ENTER CUSTOMER CODE OR """"""") ::
CALL D(3,2,"TO ESCA PE:") :: CALL D(4,2,RPT$(CHR$(141),26))
1240 CALL A(3,12,6,"Aa",ACP$) :: IF ACP$="" THEN CALL CLS ::
GOTO 160 ELSE OPEN 1:FN1$,RELATIVE,INTERNAL,FIXED 128,INPUT
1250 INPUT #1,REC 0:X :: FOR I=1 TO X-1 :: INPUT #1,REC I:CD
$,:: IF CD$<>ACP$ THEN 1270
1260 INPUT #1:NA$,AD$,CT$,ST$,Z$,PH$ :: CLOSE #1 ::GOTO 1290
1270 NEXT I :: CALL CL(2,3):: CALL D(2,2,ACP$&" CAN'T BE
FOUND"):: CALL D(3,2,"P RESS ANY KEY..."):: CLOSE #1
1280 CALL KEY(0,K,S):: IF S=0 THEN 1280 ELSE CALL CLS :: GOT
O 160
1290 CALL D(20,2,(NA$)):: CALL D(21,2,(AD$)):: CALL D(22,2,(
CT$)&" "&(ST$)):: CALL D(23,2,(Z$)):: CALL D(24,2,(PH$))
1300 CALL D(3,20,"OK?Y"):: CALL A(3,23,-1,"YNyn",ACP$):: IF
ACP$="N" OR ACP$="n" THEN CALL CL(20,24):: GOTO 1240
1310 !****INVOICE ENTRY****
1320 CALL CL(2,3):: CALL D(2,2,"AT QUANITY .=MATH  000=END")
:: CALL D(3,2,"DATE: "&(DATE$)):: CALL D(5,2,"QUANITY:")::
CALL D(7,2,"PRODUCT:")
1330 CALL D(9,2,"DESCRIP:"):: CALL D(12,2,"COST EA:"):: CALL
D(13,2,RPT$(CHR$(14 1),26)):: CALL D(14,2,"TOT ITEM:")
1340 CALL D(15,2," TOT NET:"):: CALL D(16,2,"TAX?(YN):Y")::
CALL D(17,11,"!!!!!!! !!!!"):: CALL D(18,2," GROSS:"):: CALL
D(3,19,"ITEM #")
1350 CALL A(3,7,-8,"1234567890/",ACP$):: DATE$=ACP$
1360 TOTAL,GTOTAL=0 :: FOR I=1 TO 30
1370 CALL A(5,10,7,"NU",ACP$):: IF ACP$="." THEN CALL MATH :
```

```
: CALL MATHKILL
1380 IF ACP$="" THEN 1370 ELSE IF ACP$="000" THEN 1440 ELSE
QU(I)=VAL(ACP$)ELSE 1370
1390 CALL D(3,24,STR$(I)):: CALL A(7,10,10,"Aa",ACP$):: NM$(
I)=ACP$
1400 CALL A(9,10,18,"Aa",ACP$):: DE$(I)=ACP$ :: CALL A(10,2,
26,"Aa",ACP$):: DE$(I)=DE$(I)&ACP$
1410 CALL A(12,10,7,"NU",ACP$):: PE(I)=VAL(ACP$):: TI(I)=PE(
I)*QU(I):: TOTAL=TOTAL+TI(I)
1420 DISPLAY AT(14,11)SIZE(10):USING 1220:TI(I):: DISPLAY AT
(15,11)SIZE(10):USIN G 1220:TOTAL
1430 NEXT I
1440 CALL A(16,11,-1,"YNyn",ACP$):: IF ACP$="" THEN 1440 ELS
E IF ACP$="N" OR ACP S="n" THEN 1480
1450 T-.08 :: TAX-(TOTAL+T):: GTOTAL-TAX+TOTAL :: DISPLAY AT
(16,11)SIZE(10):USIN G 1220:TAX :: DISPLAY
AT(18,11)SIZE(10):USING 1220:GTOTAL
1460 CALL CL(2,2):: CALL D(2,2,"EVERYTHING OK(YN):Y"):: CALL
A(2,20,-1,"YNyn",ACP$)
1470 IF ACP$="Y" OR ACP$="y" THEN 1400 ELSE IF ACP$="" THEN
1460
1480 CALL D(2,2,"(A)BORT (P)RINT"):: CALL A(2,20,-1,"APap",A
CP$):: IF ACP$="" THEN 1480
1490 IF ACP$="P" OR ACP$="p" THEN 1500 ELSE IF ACP$="A" OR A
CP$="a" THEN CALL CLEAR :: GOTO 150
1500 !********************
1501 !*      PRINTOUTS      *
1502 !********************
4000 GOTO 4000
4500 CALL D(24,5,"DRIVE OR INPUT ERROR"):: CALL SCREEN(7)::
CALL SOUND(2000,1200 ,0):: RUN
5000 !*********************
5010 !*      SUB-PROGRAMS   *
5020 !*********************
5030 !**ACCEPT SUB-PROGRAM**
5040 SUB A(R,C,S,V$,ACP$):: IF V$="NU" THEN 5042 ELSE IF V$=
"Aa" THEN 5045 ELSE ACCEPT AT(R,C)BEEP
SIZE(S)VALIDATE(V$):ACP$ :: SUBEXIT
5042 ACCEPT AT(R,C)BEEP SIZE(S)VALIDATE("1234567890."):ACP$
:: SUBEXIT
5045 ACCEPT AT(R,C)BEEP SIZE(S):ACP$ :: SUBEND
```

THE NEXT MEETING OF THE WNY99ERS WILL BE ON JAN 11TH, 1989

TYPE IT IN...
PROGRAM OF THE MONTH

Here's a little suprise package for you. Our Bob "Graphics Master" Coffey has had this program hidden away for quite a while. If you own Display Master, it will write the program that allows you to view a disk full of Artist pictures. It names the file "DEMO" and places it on the disk of pictures so you will always have it.

```
10 ! DOCS: THIS PROGRAM WILL TAKE TI-ARTIST PICTURES AND
15 ! WRITE A DEMONSTATION FILE FOR USE WITH DISPLAY
20 ! MASTER......enjoy!
100 !
110 ! PICTURE DEMO WRITER V 1.0
120 ! WRITTEN ON 4/27/87
130 ! BY ROBERT COFFEY JR.
140 !
150 LENGTH=20 :: FILE$=".DEMO" :: MODE$="D" :: SOURCE=2
160 DISPLAY AT(2,3)ERASE ALL:"P I C T U R E  D E M O": :
" W R I T E R V 1.0"
170 DISPLAY AT(8,1):"Source drive for pics>";SOURCE :: ACCEP
T AT(8,24)SIZE(-1)VALIDATE("12345"):SOURCE
180 DISPLAY AT(10,1):"Pause or Delay (P/D) > "&MODE$ ::
ACCEPT AT(10,24)SIZE(-1)VALIDATE("PDpd"):MODE$
190 IF MODE$="P" OR MODE$="p" THEN 210 ELSE DISPLAY AT(12,1)
:"Length of delay (sec) >";LENGTH :: ACCEPT AT(12,25)SIZE(-3
)VALIDATE(DIGIT):LENGTH
200 IF MODE$="d" OR MODE$="D" THEN FLAG=1 ELSE FLAG=0
210 DISPLAY AT(14,1):"Demo filename>DSK"&STR$(SOURCE)&FILE$
:: ACCEPT AT(14,20)S IZE(-12):FILE$ :: FILE$="DSK"&STR$(SOUR
CE)&"."&FILE$
220 DISPLAY AT(17,8):"Working..."
230 OPEN #1:"DSK"&STR$(SOURCE)&".",INTERNAL,RELATIVE,INPUT
:: OPEN #2:FILE$ ::INPUT #1:BUFF$
240 FOR X=1 TO 127 :: INPUT #1:BUFF$ :: IF BUFF$="" THEN 280
ELSE IF POS(BUFF$,"_P",1)=0 THEN 270
250 PRINT #2:".CLEAR;" :: PRINT #2:".LOADPIC"&CHR$(34)& "DSK
"&STR$(SOURCE)&"."&SEG$(BUFF$, 1,LEN(BUFF$)-2)&CHR$(34)&";"
260 IF FLAG THEN PRINT #2:".DELAY "&STR$(LENGTH)&";" ELSE
PRINT #2:".PAUSE;"
270 NEXT X
280 PRINT #2:".STOP;" :: CLOSE #2 :: CLOSE #1
290 DISPLAY AT(17,7)BEEP:" D O N E !": : :"        Do anothe
r ?"
300 CALL KEY(0,K,S):: IF K<>78 AND K<>89 AND K<>110 AND K<>1
21 THEN 300
310 IF K=78 OR K=110 THEN END ELSE FILE$=SEG$(FILE$,5,LEN(FI
LE$)-4):: GOTO 160
```

CALL GREG(TIP$)
PRESENTED BY GREG MIODUCKI

DATABASE SYSTEMS
(An overview of the TI-Base Database, in two sections).
Part II - (Section B).

Continuing on from my last month's column...

You may recall that I advised you to take the time to read the TUTOR section of TI-Base, and I hope you were able to do so. Let us now then, recap some of it's high-points. Keep in mind that each explanation is complete unto itself, and does not hinge on a previous notation. Note: To protect your TI-Base from any accidental contamination, make a good backup copy.

PROMPTS are limited to two unique versions. A "period" (.) and a question mark, (?). The period indicates that a command (directive) can be entered. The question mark on the other hand, is asking for data input from the keyboard, or other source.

INFORMATION LINE located at the lowest line on the screen, signifies the following (from right to left):

1. Command filename and line number.
2. Selected slot number.
3. Database Name, record number, and total records.
4. End of file indicator.
5. Insert character indicator.
6. Activity Indicator: O = File being opened.
   R = File being read.
   C = File being closed.
   W = File being written.
   S = File sending status.
   * = Pause, (See next paragraph also).

Any scrolling, including Displays, Command File Operations, or reading a file, can be suspended or stopped by depressing the space bar until an * shows up on the Info Line. A restart is accomplished by depressing the "S" key, or aborted by the ESCAPE key, (FCTN-9).

The user is allowed to CREATE a database and define the STRUCTURE of each record in a database. Once the database has been defined, data may be added by APPENDing. There can be up to 5 databases concurrently active. The commands used between any of the 5 Slots is: SELECT 1 or SELECT 2, on up to SELECT 5. Data may be exchanged freely between the databases by using the

REPLACE command.

STATUS of the system may be viewed by entering the command DISPLAY STATUS. The items displayed can be modified by using the SET command. For example, SET PRINTER=DSK2 will cause data selected to be printed, to be instead shunted to DSK2. Should you wish to try this application, remember to remove any operational disks from the drive to be written to. Replace with a fresh initialized disk in the appropriate drive.

CREATE databases by using the CREATE command. If no device is included in the filename, the defaulted DATDISK shown on the STATUS screen is used.

USE activates an already created database, i.e. USE DSK2.TEST. If no drive is shown, the default will cause the program to use the device specified in DATDISK. If a database is already occupying the current slot, then a CLOSE command is necessary. Otherwise, it will necessary to move to another unoccupied slot (1 thru 5), using the SELECT command. At the conclusion of your work within a slot, a CLOSE command is appropriate, or if an exit from the entire TI-Base is required, the QUIT command will close all open slots.

APPEND adds data to an already existing database. Further, if the occasion arises where a potential record may be used within the database, a blank or empty space can be created using APPEND BLANK as the command. If not later used, it is easily deleted. Recall that this command only "adds" to a database, (from keyboard or other source). Other manipulations where data may be changed or "subtracted," will require use of the EDIT command.

EDIT allows interactive use of the keyboard and the material within each database. Selection is made by the EDIT 1 command, where the number indicates the slot desired. Without a number specification, the edit function will apply to the currently occupied slot. Paging through records on a database is accomplished using the FCTN 5 (forward paging) or FCTN 6 (backward paging) commands. The conclusion and saving of the editing process is made by FCTN 8, or an <ENTER> after the last record in the database. Finally, FCTN 9 (ESCAPE) returns you to the main screen.

REPLACE creates a substitution, "this-for-that," status. This command can use any available database field or record, along with any mathematical calculations. 255 characters/spaces is the maximum for a REPLACE directive. As before, FCTN 8 causes the changes to be saved to the database.

OPERATORS are limited to either Arithmetic (+ - * / ** SQR LOG SIN COS TAN, etc.), and Boolean (>, <, <>, =). Close and thorough study of the Tutorial and Docs is necessary to fully explore the complete OPERATOR command structure.

DISPLAY commands have a number of subordinate functions which specifically display the desired data. DISPLAY alone will show the currently active slot. DISPLAY STATUS causes the

Main Screen (showing DATDISK, PRINTER, etc.) to be displayed. The complete command is DISPLAY (scope) (expression), where "scope" can be ALL, or just a specific number (n.) of records within the slot. "Expression" can be the field (line) name, or can be omitted. The broadest application of this command is DISPLAY ALL 1 2 3 4 5, where all records within all five slots will be displayed.

The PRINT command is closely allied to the DISPLAY command. PRINT ALL will cause all the records within the current slot to be printed. Printer specifications, i.e. PIO.LF.CR, are arranged using the SET command.

COMMAND LANGUAGE entails the use of the term DO. For example, the command DO TUTOR will cause the TUTOR tutorial to be run. Concurrently, the terms IF, ELSE, BREAK, WHILE may also be invoked. These commands generally follow the same expressions found within the BASIC Language, but here again, close examination of the "Docs" are in order.

The MODIFY command is straight-forward in its use and application. MODIFY STRUCTURE, for example, will cause the current database to open for changes within it's format. Here then, line lengths (records), and fields, may be adjusted. The command MODIFY COMMAND will adjust and edit the full screen, but it's use is only suggested after a complete familiarity of TI-BASE is accomplished.

SORT command is the simplest of the TI-Base directives. A sorting process takes place in ascending order (1, 2, 3, 4, 5, 6, ...n., or A, B, C, D, ON (fieldname). The fieldname can be any specification that is appropriate for your purposes. If the first character of the field is alphabetic, the balance of the fields will be sorted in ascending alphabetical order. Likewise, if the first character is numeric. Once invoked, the database will remain in sorted order, irrespective of additions and deletions. Later, the command FIND will be quickly expedited through a sorted database. SORT OFF will return the database to it's original unsorted state.

The following are simply utilized by entering the command, followed by FCTN 8.   CAUTION is necessary, as data lost here is very difficult, at best, to retrieve:
CATALOG (device), i.e. CATALOG DSK2. This command provides a catalog of the named device.
DELETE FILE (filename). Deletes a specific file. If the device is omitted, the default is DATDISK.
DELETE DATABASE, deletes the current database.
DELETE RECORD (n), marks the current database for deletion. If (n) is omitted, the current record is marked.
RECALL (n), unmarks a record which was previously marked for deletion.
COPY facilitates file copying.
FORMAT allows initialization of diskettes.

* * *

This concludes the series on databases, with one final exception. The November DOM had a "3X5 Card" database, which

is extremely simple to use and organize. It's files are name ALPHA, BETA, DELTA, GAMMA, SIGMA, and OMEGA. Each file provides for 99 records for full 594 record contingent. The fields (lines) permit 24 character/spaces on 5 lines per record. The programmer arranged for a particularly "User Friendly," system which recalls any record individually or in alphabetical sequence. It's fairware price is $5.00, and is money well spent for the utility usefulness. To be sure, the author of this article also happens to be the programmer of "3X5 Card," but examination and use of the program will certainly proves it's value, (and your concurrence). GLM 12/88
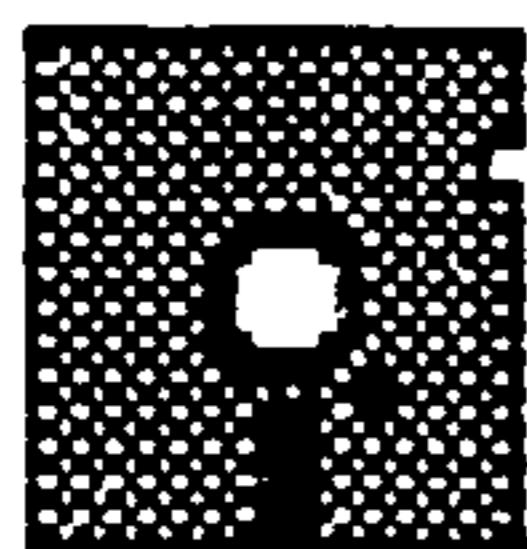
Disk OF THE Month
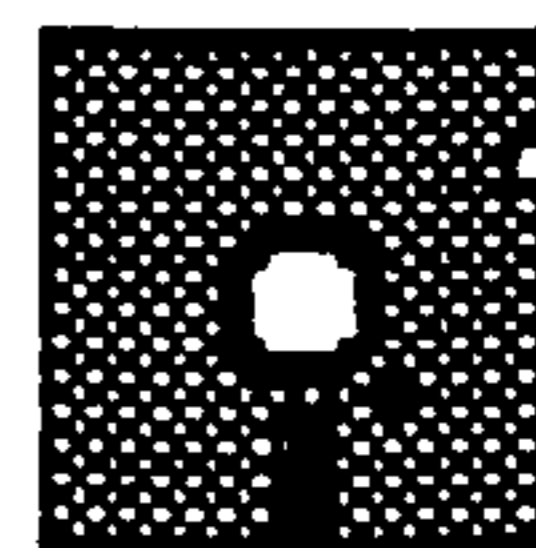
Diskname DOM:12/88   Total Sectors 358

Filename	File Type	Size		Comment
!READ-ME!	D/V	80	4	Read this text file!
BANK-DOCS	D/V	80	8	Docs for BANKING3
BANKING3	PGM	7054	29	Personal Banking
BOOT	PGM	6656	27	Main menu
CHARA1	PGM	1030	6	Character file for BOOT
G/RIDERS	PGM	7470	31	Ghost Riders
GRPH/MUSC	PGM	1346	7	Data file for PUSH
LOAD	PGM	798	5	BOOT
LOADER	PGM	8182	33	E/A simulator
MAGIC/LOAD	PGM	29	2	Loads MAGICFM
MAGICFM	I/V	254	51	Magic File Manipulator
MAGICFMDOC	D/V	80	13	Docs for MAGICFM
MOOD	PGM	3245	14	In the Mood
PUSH	D/F	80	91	Perfect Push
PUSH-DOC	D/V	80	4	How to load PUSH
SPEAK	PGM	8192	33	Data file for PUSH

NEWS + VIEWS (SCANDAL:OPINION)

The Chicago fair for 1988 is history. Something over five hundred people paid to attend the show and saw thirty-two vendors hawking their products. Most of the products were "old hat" and a couple that were supposed to make big splashes never showed. Darn!!

Never the less, Asgard had a working copy of Press to show off and took orders by the gross. Being quite close to that product, I can tell you that it will be here soon. The problem is that C.E. got sick in the middle of things and his equipment screwed up besides. The last hangup was do to a bug in the Myarc HD controller. Press will be on your doorstep by December, I promise.

The best news is that the Home Publishing Manual is finally out of the printers, and the software is back from the assembly work that needed doing. Put it all together and it spells FINISHED! The first batch of almost one hundred copies have gone out and that will almost pay for the printing of four hundred copies.

I am already hard at work on the first supplement which will go out around the beginning of February. If this goes over, I plan on continuing the supplements on a subscription bases. My thought is probably about five issues a year of twenty pages each. I don't have a price in mind yet though. Let me know how you feel about this.

The giggle for the day... and it's all true.

For a given amount of money, you too can wreck havoc on the computer systems of the world. A company that shall remain nameless (I will dub them Chaos Inc.), will sell you a computer virus in any degree of curability, from a minor "cold" to incurable "germ warfare". I also understand that the same individual sells a book called "Two Hundred Ways To Beat An Automatic Teller Machine". Just what I always wanted for Christmas!

From the reliable land of the Pennsylvania hard hackers comes an interesting possibility. It seems that can take the GROM chips that are in your console and stack up, then fill the empty sockets with the Editor Assembler maybe Multiplan. All you have to do is play around with couple of connections and add a switch in the side of console to go back and forth between them. I'm supposed getting some more info on this and I'll publish it when arrives.

Our group is trying to collect as much information possible about dealing with TI-BASE. In short, when

tutorials in other news letters etc., we are having them typed up in Writer files. The docs for this program really suck, so this may be your best bet for learning to use TIB. We will keep them all on one disk so if you need it, ask for the TI-BASE DOC DISK. Also, if you run across any information, "how-to's", TIB programs, or templets, please bring them to our attention. Ted Backshall is helping us out on this and we are super grateful to him for giving up his time. Greg's tutorial from this newsletter will be on there too.

THE VIEW FROM THE POINT: I must be getting mellow in my old age because I am having a hard time finding something to complain about this month. I do have a suggestion or two though, concerning TI fairs.

I think an attendance of five hundred is pretty pathetic for the Chicago fair. This year I understand that it was held in a hotel type of atmosphere that made things a lot easier on the vendors. What I would like to see is for this situation to continue and also for the fair to continue for the weekend. I think a lot more people would attend from longer distances if they could spend more than a day trying to see things and talk to people.

I also think there are too many of these fairs. It's time for the clubs to start working together and throw these things on a regional bases rather than one in every state. There are too many for all of the vendors to attend with confidence. I had a lot of fun in Harrisburg, but I doubt if more than a hundred TI people came to it. Why should they when there was or will be one in Jersey, one in Washington and other spots within a hundred and fifty miles. It costs a lot of money for vendors to fly in to these things and if they can't get a good return...

My feeling is that we should break the country into six sections, put the groups into those sections together and throw a real weekend winding in each one. I think this would guarantee a thousand people at a show. That would be more than enough to interest any vendor.

What do you think?   htb

REAR WINDOW
INSIDE THE LIBRARY & BBS
by Bob Coffey: Librarian/Sysop

The holidays are upon us, and my free time flew out the door with our Thanksgiving turkey. As such, I have not had the time to look at much new software from our library (and to talk about here), so lets get on with this quickly!

Our first 18 PICPACKs were listed in the September '88 issue of Interface, and I have added 6 more, for a total of 24. We now have 336 TI-Artist pictures in our series. Each PICPACK ($1 each) contains 14 high quality pictures. It has been a very popular item, and I look forward to continuing it further in the spring. Here are the new PICPACKs.

#19	#20	#21	#22	#23	#24
BAMBI	1ST_EVA	FOXY	B-BOOP	MAILMAN	CAR1
BEAUTY	3D-PLOT	GABLE	BILL-CAT	MEAT	EDSEL
CHIP	ANN-MARG	HUBBLE	BRIKLAYR	PAINTER	K-ALEXIS
CONTRA	ATFORD	I-SPY	CARPENTR	PLUMBER	LINDAEVN
INTENSE	BABY#3	JANE-M	CARPNTR2	POLICE	MRCD1-L
NAGEL2	BATMAN	MAGNUM	CRAFTMAN	POTATOES	MRCD1-R
OPUS	BROOKE	MAMMOTH	D-DUCK	S-WHITE	PRSH1-L
STALLONE	CANADA	MILOBLOO	DIVER	SEAL	PRSH1-R
SUITS1	CELTIC	MUSIC	DRAGON#2	SHOEMKR	PRSH2-L
SUITS2	COLBERT	NEWMAN	EARTH	SHUSSSH	PRSH2-R
SUN	CORVETTE	P-SUPPLY	ENTERPRZ	SUPRWMAN	TBIRD-L
TRAIN	DOUGLAS	PAM	GRL+KTY	SWEEP	TBIRD-R
UZI	EASTWOOD	SARAH-F	JOYLEAF	TAILOR	WHALE-L
VASQUEZ	ELVIRA2	SNOOPY	LOVERS1	TRAIN2	WHALE-R

PICPACK #24 also contains a text file (-README) that explains how to print the L(eft) and R(ight) pictures. (The Thunderbird is beautiful!)

For you adventurers out there, we have a new fairware game from England called Car Fax Alley. It looks and tastes like Tunnels of Doom game, but has better action and graphics!

There are 4 levels of rooms, where you must find crucifix and kill Dracula. As easy as it might first sound, it isn't! You have to keep your energy above 0%, which seems plausible enough. You must deal with dishonest merchants, energy, spells, and keys. You travel thru locked door passages, secret panels, and elevators. Maps can help after you find them. Until that happens, your memory is enough to always remember what rooms you've already been in.

The graphics are first rate; you can even feel yourself running thru the dark passages, and see the blood dripping off Dracula's fangs! For the weary, you can save the game at any time and resume after you have received more blood from a local red cross. SUPER game! RJC-12/88

REVIEWS
WHATS NEW IN HARD AND SOFTWARE

Genial Computerware came up with a new piece of software that looks interesting called BROWSE. Here are some excerpts from a review of the product.

"Browse is a utility to aid in the management of text files. Using Browse you can easily print, view, combine, and browse text files. You can easily select group of files from a disk an have them printed. Browse has options which allow you to start each file on a new page, print the file name, use special modes of your printer, strip control characters, and more.... Many functions are available through several different keypresses for maximum convenience of use on both the 99/4A and 9640. Over 24000 bytes of text may be loaded into memory at one time. You can have several files loaded into memory at one time. These files may be viewed using a file viewer similar to the one found on Genial TRAVelER..... The viewer also includes keys to quickly move to the beginning and end of the file. Select groups of files may be printed from memory, so that you can view a set of files before deciding which to print. Browse allows files to be cataloged on floppy and RAM disks as well as hard drives. It is fully configurable, with all user settings saved as part of the program for immediate availability whenever Browse is run.... It runs on a TI-99/4a or 9640 computer. Browse sells for $10 plus $1 for shipping and handling. Send orders to Genial Computerware, P.O. Box 183, Grafton MA 01519."

Sounds good doesn't it. I think I'll go for it, and let you know how good it is. Keep in mind, when you send money to Genial though, don't expect to see the software for at least six weeks or so.

The most useful program I have seen for a while is a new one from Asgard called TYPEWRITER. It is a program that turns your printer into a one line at a time typewriter. Now you're probably thinking as I did that this sounds like a stupid program. WRONG! I have found more use for it in the past month, (I beta tested it) than I have the word processor. It will allow you to underline, word-wrap, get bold print, tab, center and right justify. In other words, it works like a typewriter. It allows 255 columns and all the options are on the screen at all times, so you always know what's going on. It has also been set up to handle any printer and any I/O port, so that no matter what you have, you can use this program.

Why did I like it so much? The program is only seventeen sectors of assembly language and it's right there to use right now, from my ram disk. I don't like to bring up all the power of TI-Writer just to jot a note to somebody, or address an envelope. This program makes it easy.

It's from Asgard Software and will cost around $19.95 for

disk format.   It will also be available in other formats soon.

     There's a new labeler that I have to tell you about. It's called DESIGNER LABELS and Texaments is distributing it. Yes, I know, we're up to our proverbial rumps in label makers, but this one is for those of us that are more creative.

     In a nutshell, the program gives you a series of label borders in instance format for TI-Artist. These instances are sized for all standard label formats and 3X5 card stock. The idea is that you can load up one of the borders, use all the facilities of Artist, (fonts, instances, hand drawing, etc.) to design with. Then you save your design back as an instance and go into the Label program. You select your format, load the instance and tell it how many you want to print, in what density.   The next thing you see are super labels dumping out of your printer at a rate of about one or two a minute, depending on size.   It's easy, fun and produces a real pro looking product.

     There are also a couple of support disks now available at $9.95 AND $7.95. Designer itself is only $9.95. Go for it!
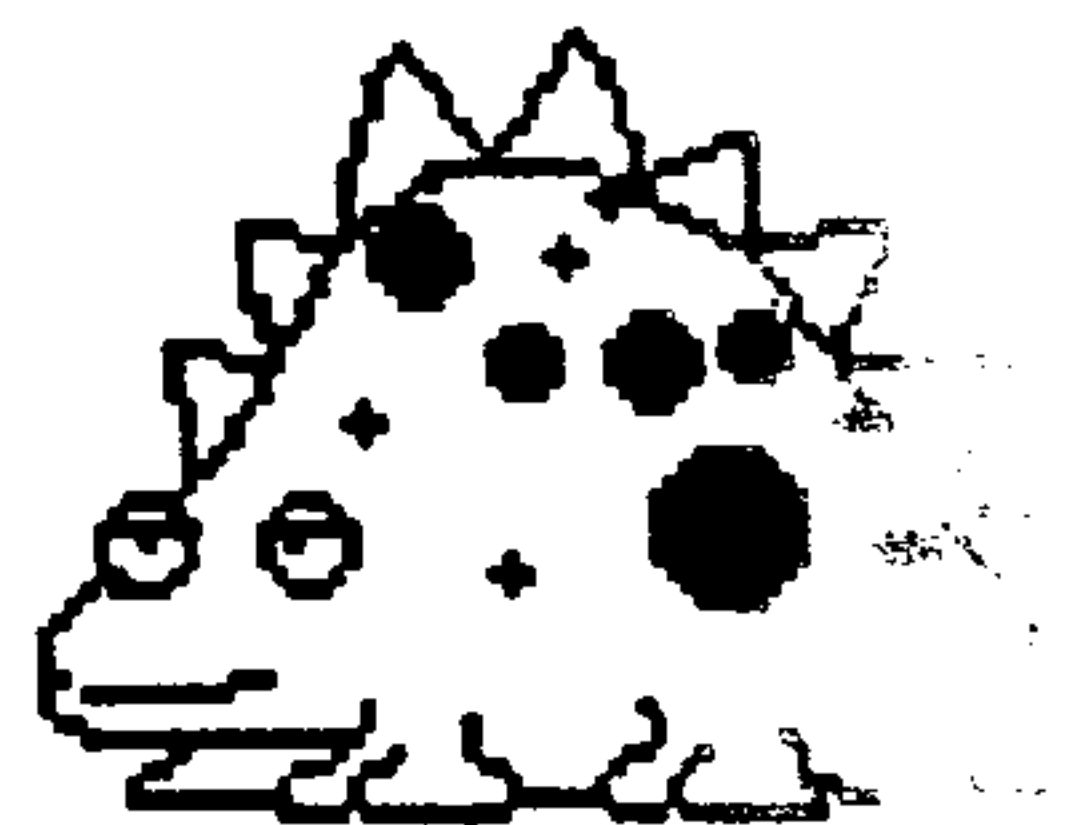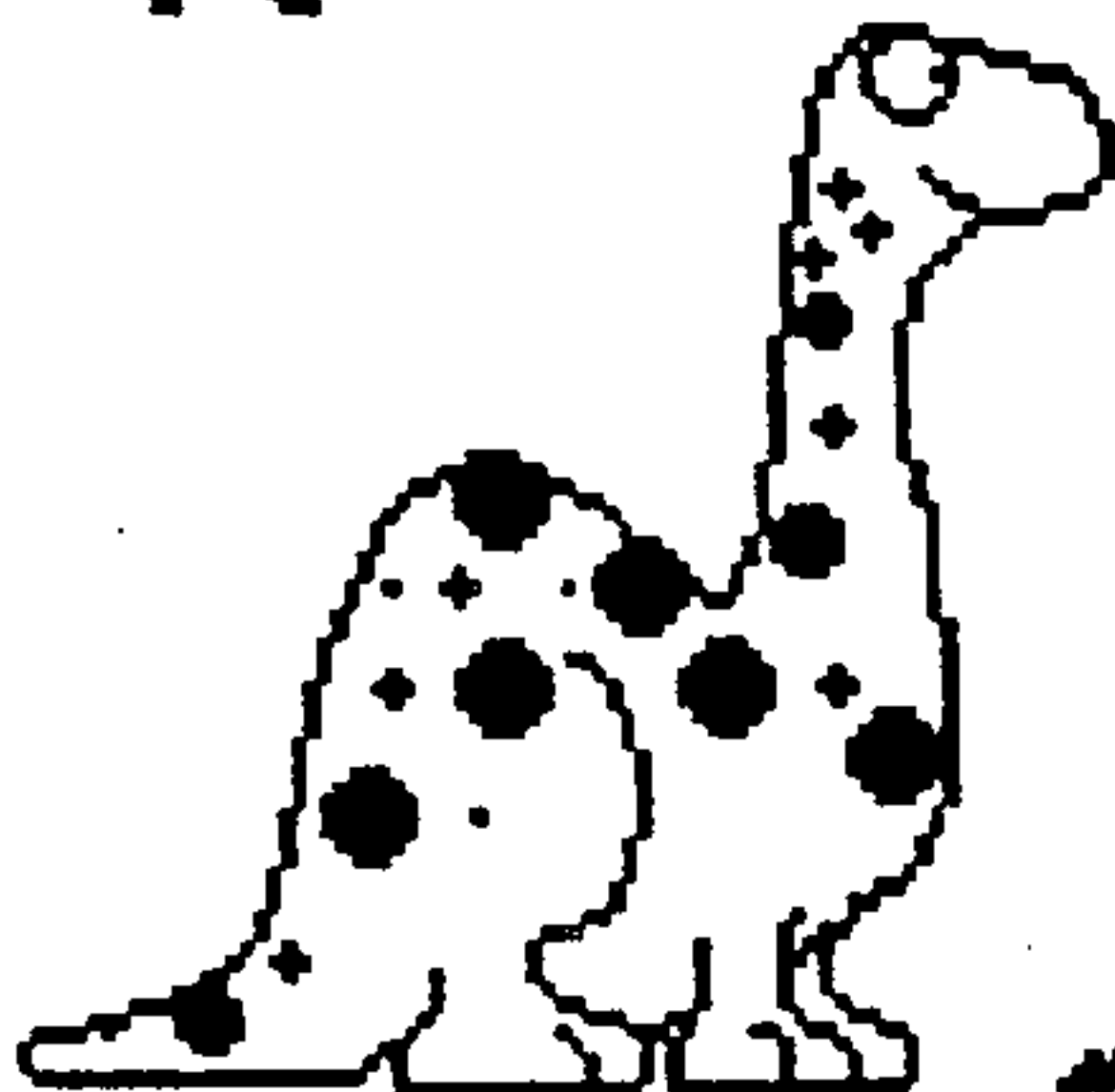
DINOSAURS from Asgard Software

By: Paul E. Scheidemantle

     I just received my copy of the Dinosaurs Packa Asgard. The package is made up of a flippy disk documentation you will need to use these instances

Artist.

On side one I found 42 Instances and 3 pictures. These break down into eight large real life like dinosaurs, eight cartoon style dinosaurs, twenty-six font characters, two pictures showing prehistoric landscapes and a 'Dinosaur Hunting Licience' (you never know when the game warden might ask for it so 'keep it with you'). Ken Gilliland the author has done an exceptional job with his artistic abilities here! The real to life dinosaurs are beautifully done with alot of fine detail. While the cartoon style dino's make you want to love them from the start. The font instances are smaller versions of the larger real to life pictures with a nice set of outline style characters in the center and the whole character is outlined. Note that the characters A-Z are on this disk while four blank font characters are on side to of the disk.

On side 2 of the flippy we have a real bonus here! It has three animated cartoon shorts with dinosaurs·on the prehistoric backdrops. The auther Ken Gilliland has outdone himself in these interesting and funny cartoons! Of the three the third is my favorite (as well as my 10 year old nephews, he is a real dinosaur fan like many youngsters today). It is called 'Thug learns to fly'. Here our lovable but maybe not so bright 'Thug' the cave boy decides to set out to have a dinosaur roast. Taking a look around first ofcourse-to make sure no one can see he takes a swing at (Trantasuars) tail. Well as the title of the story says 'Thug' learns to fly in this one! It's really fun to watch and the action can be speeded up or slowed down with on screen instructions.
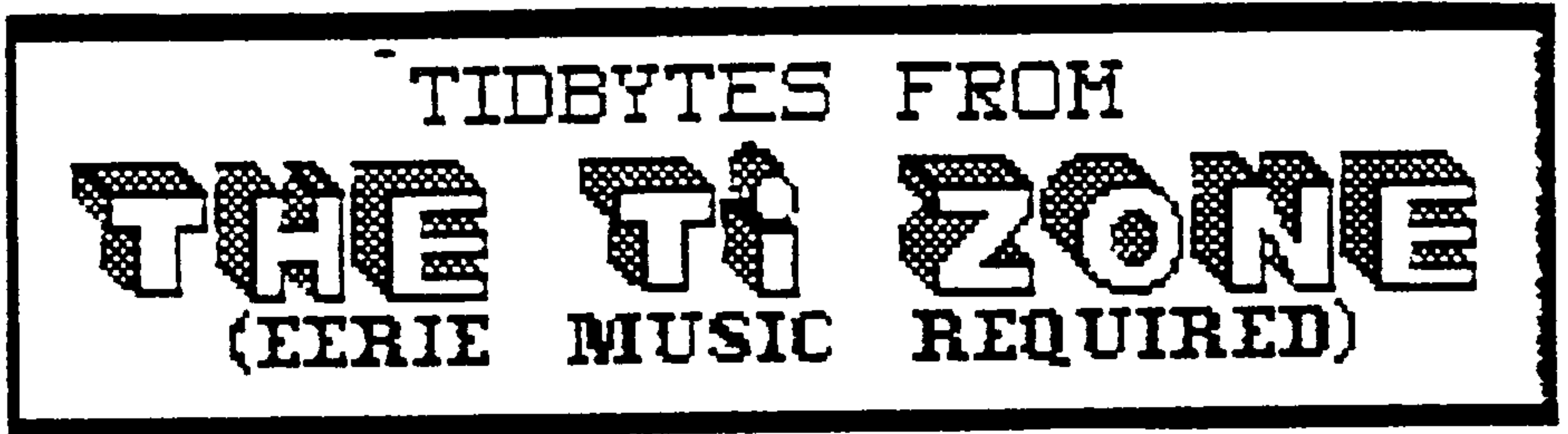
In conclusion, if your a dinosaur fan or just love good artwork you will totally enjoy this package. I felt it was a good value at $12.95 from Asgard.
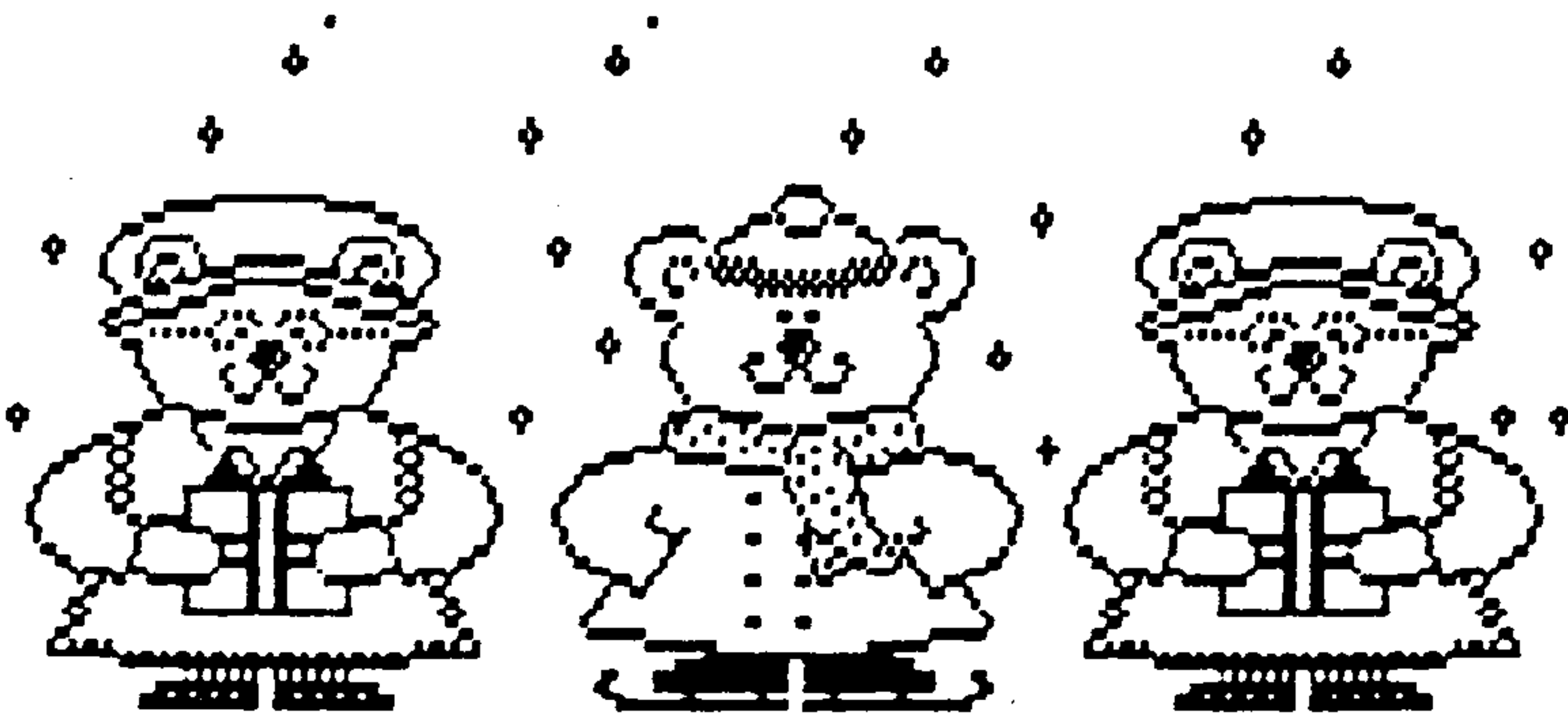
WISHING YOU AND YOURS A VERY

MERRY CHRISTMAS FROM THE

WESTERN NY 99ERs

TIDBYTES FROM THE TI ZONE (EERIE MUSIC REQUIRED)

For the month of December, may I present an updated version of an old favorite, with what I feel is a more appropriate ending?

MR. SCROOGE AND THE CHRISTMAS SPREADSHEET

Scrooge Inc. The very mention of that corporation name in a meeting room would bring sweat to the brow of business leaders. There had been more hostile takeovers by that company in the last year than by any other corporate structure in the last ten. Scrooge was fast becoming the biggest, most powerful business entity in the world, including the Arab oil nations. Everyone at Scrooge was nothing more than a puppet to Darin Scrooge himself and every blow to world business was calculated and dealt by only him. The rest of his staff was only along for the ride.

It was Christmas eve and in the sub-basement of the giant Scrooge building, the computers had been working night and day calculating the wealth of the old man for his end of year report. He sat in front of a terminal watching a single cell of a huge spreadsheet as the numbers grew larger and larger. Suddenly there was a knock on the office door and Scrooge blanked his screen and sneered for the interruption to enter.

The door opened and a small thin man came through it with a TI console clutched under his arm.

"What the hell do you want, Cratchet," the old man yelled.

"I was wondering sir", he began meekly, "could I please access the main computer tonight. Mine has just about reached it's limit."

"Why", Scrooge asked? "Your job is to calculate the interest on company personal loans. Surely you and that stupid, little glorified calculator can handle that small task!"

"Well, yes, but it's getting very over-heated Sir, and would like to get home early tonight. It's Christmas eve Sir."

"Bahhhh! So what!" The old man thought a minute and said, "Ok, if you can find a cable to plug it in, you can use a few K from the lower banks... but, after Christmas requisition a decent machine and get rid of that piece of crap."

"Thank you Sir... but I've been using this little TI almost seven years. We think alike.. I just couldn't trade it in Sir."

"You'll trade it in, or you'll trade jobs! Now get to your work!!!"

"Yessir, yessir. I'll do that Sir", said Cratchet as he backed out of the room, clutching the computer behind him as if to protect it from Scrooge's mean looks.

Minutes later a tiny LED in the corner of Scrooge's terminal came on to show that someone else was accessing the main memory banks.

"What's Cratchet doing in THERE," he wondered. "I told him to stay in the low end." He quickly dropped out of the spread-sheet and typed a message to the other user. "Get out of high end... NOW!", and pressed the enter key.

Seconds later, a return message began to scroll across the bottom of the screen. CAN'T DO THAT.. NEED TO ENTER MILLIONS OF $$$ WORTH OF CHRISTMAS ITEMS. NEED BIGGER SPREADSHEET. PLEASE ALLOW ENTRY INTO MAIN SYSTEM.

"Little brown noser," said Scrooge out loud. Decided to put in some real overtime did you Cratchet? Well do your best tonight because the day after tomorrow, you're out on your keester.. just on general principle." He typed back, "GO AHEAD", and flipped back to his bottom line assets. The numbers were reading in the vicinity of thirty-four billion dollars and began to climb even faster than before. Scrooge smiled as the light from the screen bathed his face in a sickly green. He watched for another minute or two, finally turned the monitor off and went home to a very lonely Christmas.

It was nearly noon the day after Christmas when Scrooge returned to his office. he threw his coat and hat on the couch and paged his secretary on the intercom.

"Mrs. Becker, I want my YTD reports brought in immediately and then get Cratchet in here... I have a little surprise for him."

"Yessir," came the reply, "I'll have Mr. Cratchet bring them from the computer room on his way."

"A fitting last task for him," thought Scrooge, and he leaned back in his chair to wait for his soon to be ex-employee.

Cratchet arrive bearing a foot thick binder of fan-folded paper. He had a strange look on his face that told Scrooge that something was wrong. Instead of quickly announcing Cratchet's "retirement", he took the binder from him and opened it up to the last page. The final figure was the same as it had been two nights before when he had left the building. It should have been much higher.

"What's happened here, Cratchet", he asked? "This figure should have been over the sixty billion mark."

"I'm not sure sir, maybe you should take a look at some of the figures up ahead of that."

Old Scrooge leafed through the pages and the more he looked at, the more puzzled the look on his face became.

"The rows are full of names of people and the columns are full of toy manufactures that I don't own! What's the meaning of this," Scrooge asked? "It's like everything stopped after I let you into the main banks the other night and another spreadsheet took the place of mine."

"I never got on line the other night," Cratchet said. "I decided to quit rather than give up my TI and I went back to my office to write a letter of resignation. Just as I was about to leave, a old guy in a brown three piece suit walked in and asked to borrow my TI because he thought it was a great little

machine. I gave it to him and left. I figured I would give you my resignation this morning and get my computer back from him... but I can't find him."

"Well you better find him", Scrooge yelled, "I think he's been into my reports."

"Uhuh, you find him, I quit! Here's my resignation." Cratchet threw the letter down on the desk and walked proudly out the door.

Scrooge threw a fit and tossed the binder across the room, scattering the printout all over the floor. After he had settled a bit, he caught sight of some bright red scrawls on a peace of the printout. He picked it up and read it. It said:

"Many thanks for the loan of your system and spreadsheet. Red suits and checklists just don't cut it anymore. See you next year.
S. Claus, Owner
Northern Enterprises Ltd.

Scrooge read the note and raised his eyes. He had suddenly realized a great truth, but it was too late. A minute later the old crab died of a heart-attack. Hearing this wonderful news, the vengeful Cratchet returned and became chairman of the board of Scrooge Inc. From then on he began giving everyone a week off for Christmas, and always, always left the computer room door unlocked for that week.

Merry Christmas everyone... HTB

Postscript: Some years later, in spite of himself, Bob Cratchet (still basically a weak and greedy person himself), could no longer resist the bottom line figures of Northern and successfully took over the corporation. He forced the elderly Mr. Claus into early retirement, broke the back of E.L.F. Local 001, and managed to divest all segments of the business to to Japanese companys at a 150% profit.
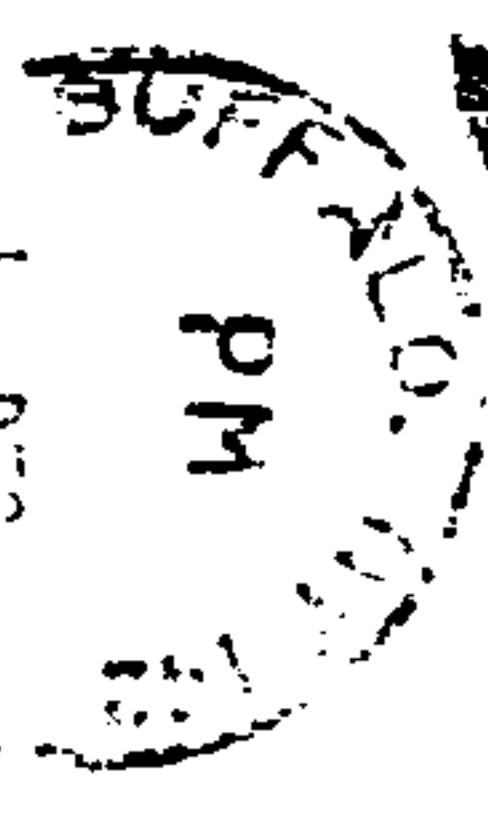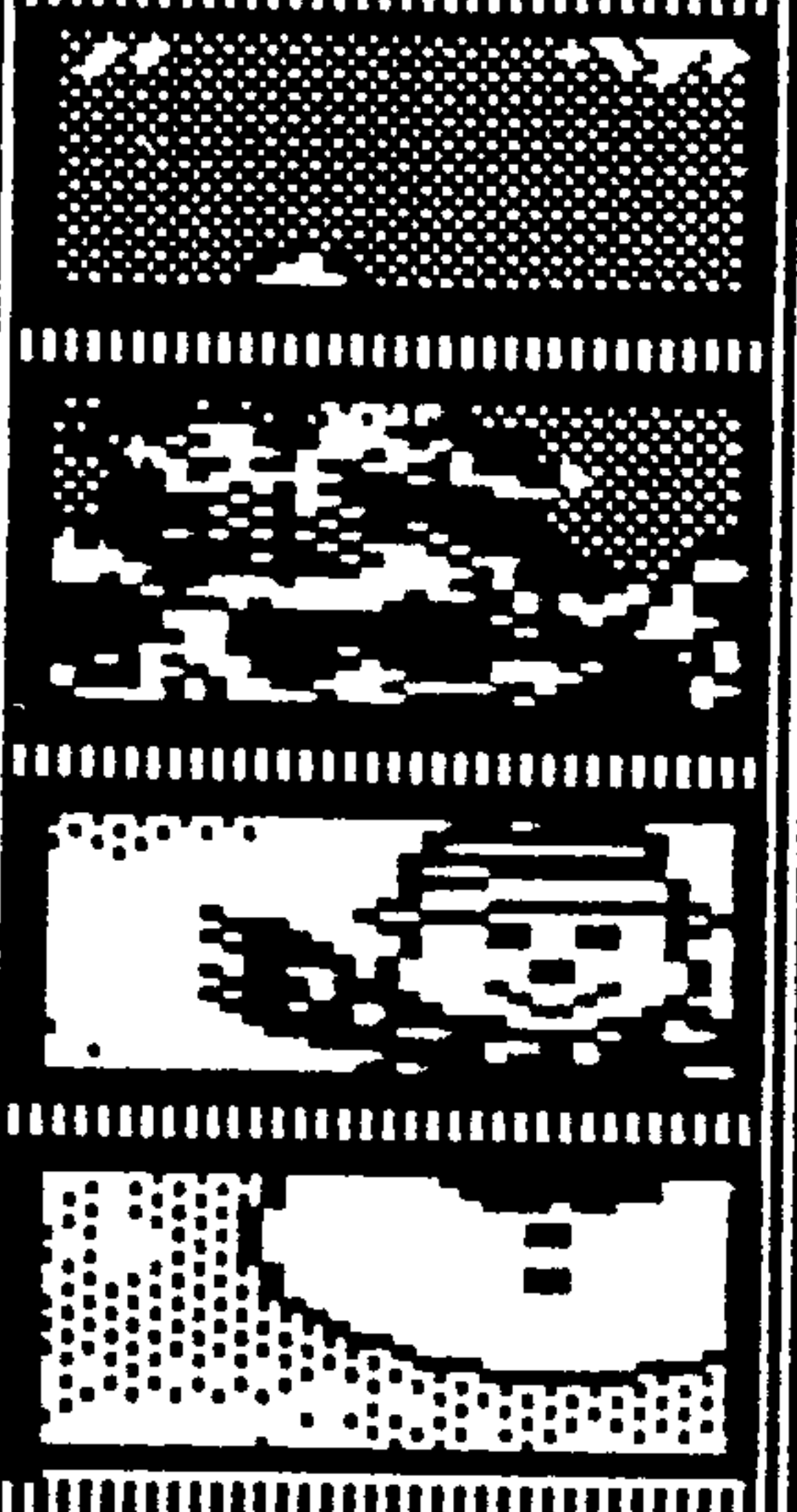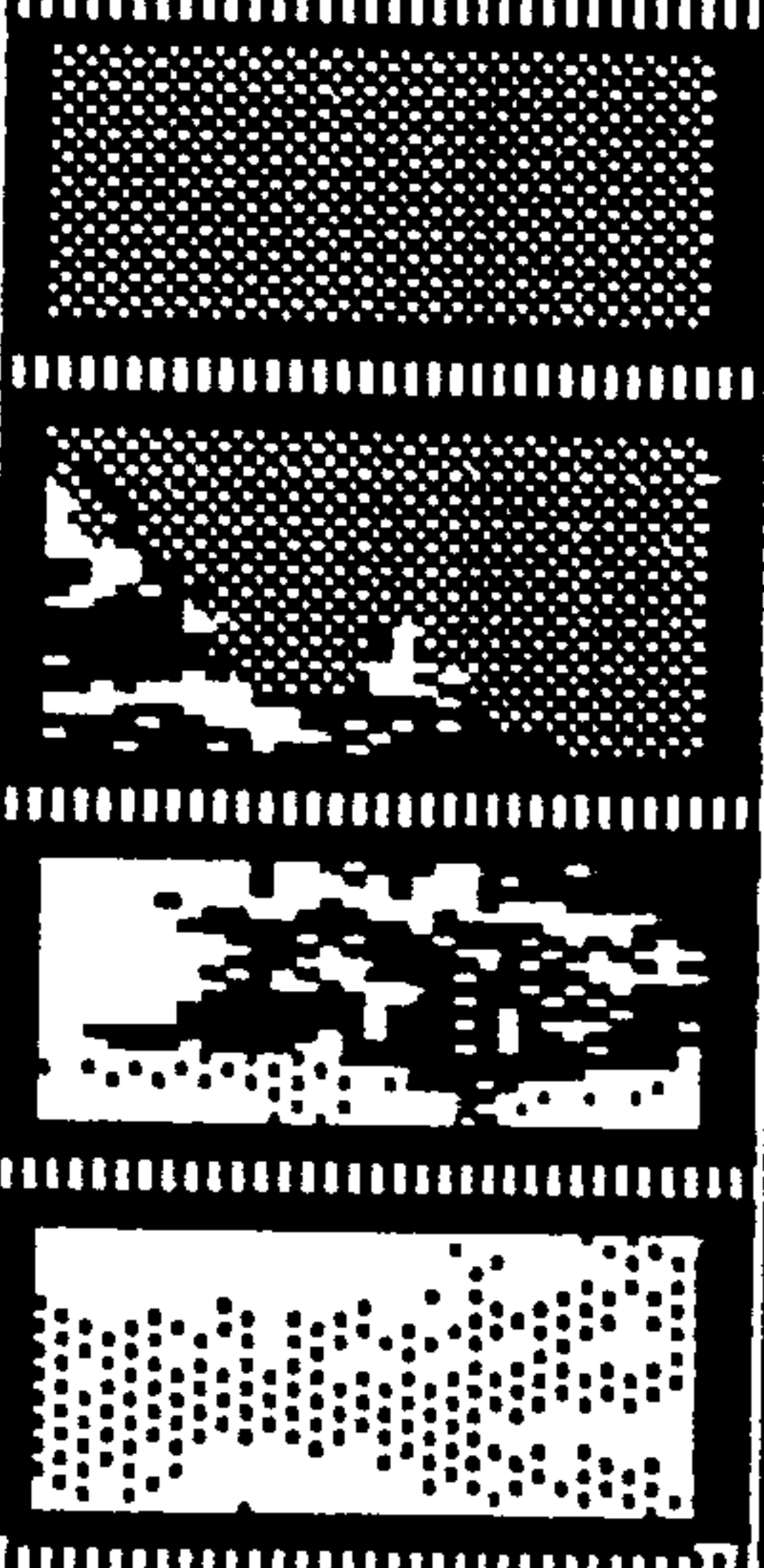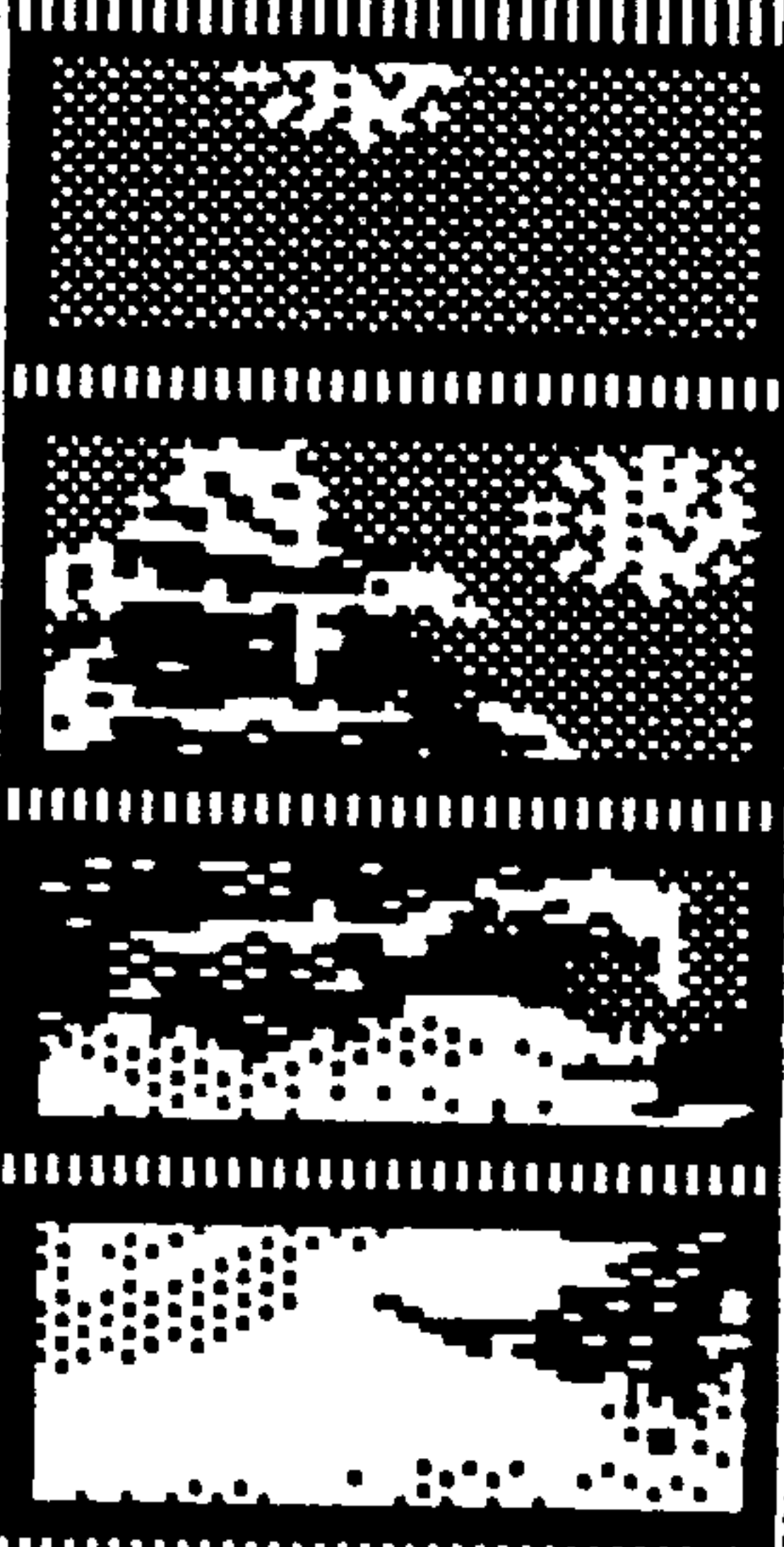
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