

N.Y.  
99er



# INTERFACE

JANUARY 1989

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SEE PAGE 5

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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.

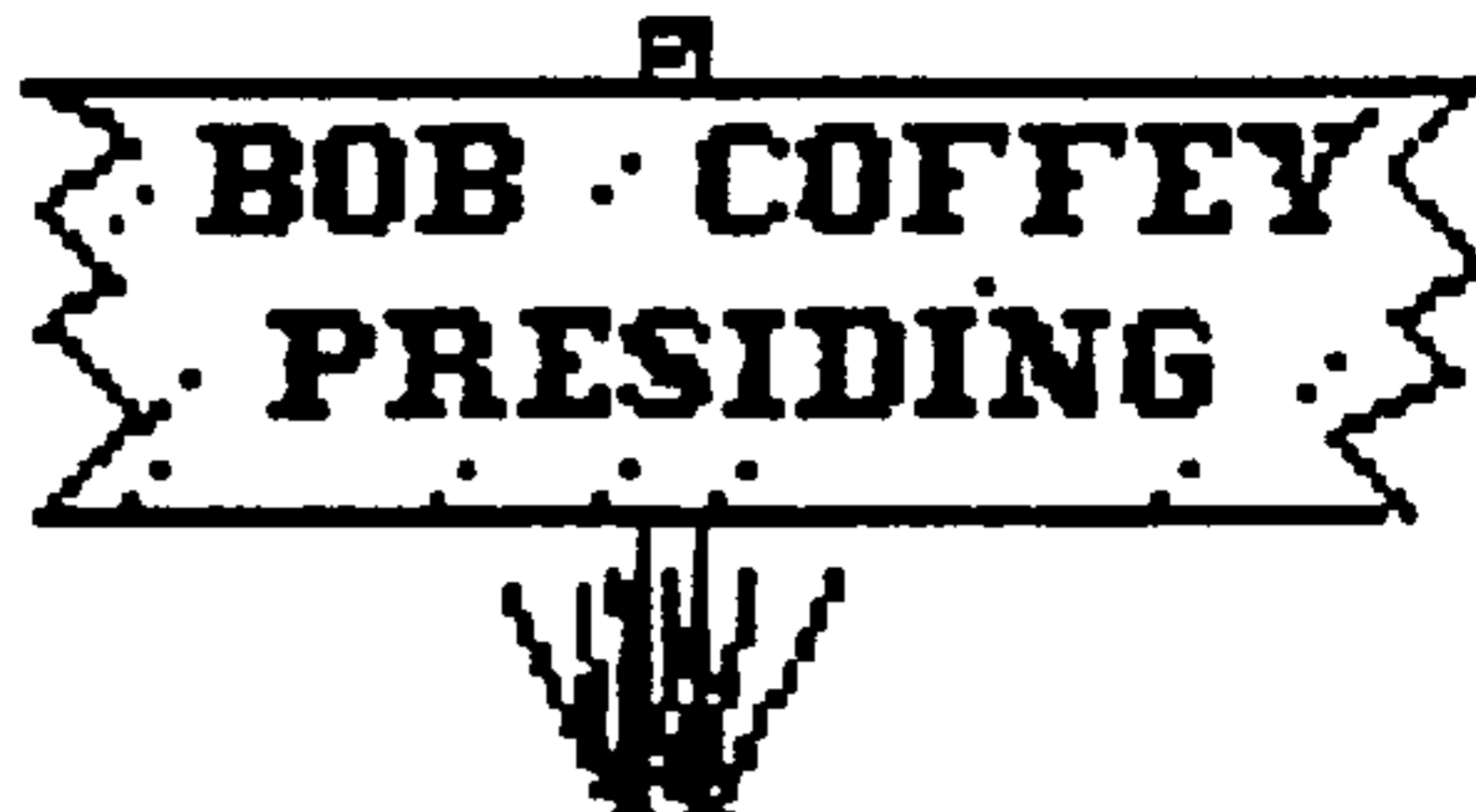
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The WNY 99'ers USERS GROUP meets on the second Wednesday of every month. For information call Bob Coffey, President, at (716)833-4714. Yearly Dues are \$20 per family and \$15 for an associate (Will attend no more than three regular monthly meetings).

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 PIRES'S PLACE



A year has gone and a new year is here! The end of old problems, and the beginning of new ones. I'm probably the first Tier to experience a new problem in '89.

I run the local BBS, The 39 Steps, and I was celebrating the arrival of the New Year with my family. Just before I went to bed, I checked the BBS to make sure that all was well, and it was for an all too brief time. When I awoke New Years day, I found that there had been problems during the middle morning.

The casualties were a console and CorComp 9900 stand-alone clock. Fortunately everything in the P-Box was just fine. I've had a spike protector on the BBS ever since I've put it up, and was dismayed that I lost two pieces of hardware. I had to check this out!

I opened the clock to see if I could see any problem. I spied that the battery had broken its seal and opened up. To my surprise, I didn't see any battery acid anywhere on the circuit board. I bought a new battery, but the clock still won't function properly. Rats!

I once thought a spike protector was the last word in computer safeguards, but even that doesn't guarantee that your hardware will last forever! Tiers take note: It doesn't hurt to have backup hardware to keep you up and running!

\* \* \*

With the passing of the "busy season" (Thanksgiving, Christmas, and New Years), I should be able to catch up on library orders and other club business.

Liz Seib was unable to complete her term as treasurer, and Jim Collins will be our club treasurer, at least til June '89.

This month we have elections of Vice President and Secretary. Both Rich and Mary Ann will except nomination, but we are always looking for new faces!

**EDITOR'S NOTE: This issue of  
the Interface is SKINNY! I  
DON'T LIKE skinny newspapers.  
If I don't get some articles  
soon... I will fill the next  
issue with MACFLIX NUDES,  
mail them out, and QUIT!-htb**

# - BASIC BASICS -

## GETTING STARTED IN PROGRAMING

Next to your monitor, your printer is the most important piece of peripheral equipment you own. Those people that can get control of their printers have a lot of power at hand, more so than just dumping text through the TI-Writer program. My intention in this article will be to help you get started with this control. Everything I will be working with here is based on an Epson compatible Star NX-10, but the brand is not important, only the compatibility.

First of all, you can get to your printer via command mode. Why would you want too? Take for instance my occasional need to make up "Continued on page. . . ." strips to use in the newsletter. Setting up TI writer to do it just doesn't make sense when I can get it done in the following way. Go to Xbasic and type the following in command mode:

```
OPEN #1:"PIO"
  (open path to printer)
PRINT #1:CHR$(27);CHR$(69);
  (set print to emphasized print)
PRINT #1:"CONTINUED ON PG 10"
  (print what I need)
```

Take note that no line numbers are needed, and once I have set the printer path and mode, I can keep typing what I want forever.

You may want to open up and put the printer into condensed mode (CHR\$(15)), before listing a program, just so you have comment room on the paper.

Another frequently unused, but important feature of your printer is all those block or character graphics that you can't use with the computer, but are readily accessible with printer commands. These are ASCII characters 160 - 255. Depending on the age of your printer these might vary in code a bit so look them up in your manual if we don't agree, or. . .

To find out what characters your printer supports, run the following program:

```
100 OPEN #1:"PIO"
110 FOR J=160 TO 254 STEP 5
120 FOR I=J TO J+4
130 IF I>254 THEN 150
140 PRINT #1:I;CHR$(I);CHR$(9);
150 NEXT I
```

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```
160 PRINT #1
170 PRINT #1
180 NEXT J
```

Let's say that you have need of a heavy black line on your page. You don't want to use the underline character "\_" because it's too light. Instead you will find that character 220, or, on older machines, character 232, would give you a four pin line.

Try this. Open up as before and type. . . PRINT #1:RPT\$(CHR\$(220),80) What you should now have is a somewhat ghostly, but solid line all the way across the paper. This could be accomplished via TI-Writer formatter by simply transliterating the character 220 with any other. Also putting the printer into doublestrike or bold mode before drawing the line will make it more solid in appearance.

I should point out that on the newer printers, most of these characters are only available in IBM mode. The big problem with this is that most of our graphic programs don't know how to act in that mode, hence it may be necessary for you to go back and forth on dipswitches.

Here's another common problem and its solution. Let's say you have a basic program that you want to include in with some text. The problem is that when you LIST a program to disk to create a DV 80 file, you don't get any carriage returns. God help you if you reformat in text mode, and of course, with no CRs, the formatter is going to make a mess of things too. After listing the program to disk use the following program on it.

```
100 OPEN #1:"DSK1.listed pgm name",DISPLAY,INPUT
110 OPEN #2:"DSK1.TEMP",DISPLAY, VARIABLE 80,OUTPUT
120 IF EOF(1) THEN CLOSE #1::END
130 LINPUT #1:A$
140 A$=A$&CHR$(13)
150 PRINT #2:A$
160 A$="":GOTO 120
```

This will place a CR at the end of each line and your formatter will love you for it.

If you like to put your docs into notebooks, you need room for holes on the left side of the paper. Preset your printer to Elite type and the left margin at 10. This can be done with the following command: PRINT #1:CHR\$(27);CHR\$(66);CHR\$(2);CHR\$(27);CHR\$(77);CHR\$(10)

There are many, many things that can be done with your printer that I bet you haven't even begun to explore. It pays to sit down with the manual every once in a while and go over the many commands you haven't tried.

# NEWS + VIEWS (SCANDAL:OPINION)

This month I will be doing The view from the point first because it is the really big news I suppose.

As you all know, my Home Publishing manual will be a substantial benefit to the group treasury as well as Bob Coffey and I. We have managed to sell quite a few of them and we were looking forward to polishing them off by the end of January. That goal is now in jeopardy because of one of the "great kahoonas" in our community, J. Peter Hoddie.

I hereby submit his review of my manual from the Boston Computer Society TI-99/4A Newsletter, and my rebuttal. Please forgive the small print. Since I didn't want to be further accused of incomplete reporting, I have copied directly for the first time in my three years of editing this newsletter.

\* \* \*

THE GODS HAVE SPOKEN!  
(or - My Excuses-)

Before I commit the remaining twenty-five or thirty percent of the manuals to the bottom of my bird cage, and cut my losses, I would like to at least defend myself against this review.

Apparently, the thing that stiffed Peter the most was that his program FontWriter II got a bum rap or at least not enough coverage in my manual. For this I apologize. In my ignorance of the TI and the community,

(CONT. PG 7)

## Random Ramblings

By J. Peter Hoddie

Actually, the news column this month contained a fair (fayuh?) quantity of rambling. I reserve this column for the truly (spelled correctly thanks to Aaron West...) random.

As a preface to what is to follow, I would like to state that I try to support anyone who is trying to support the TI community. I take a very strong position on misinformation. The TI community does not seem to have too much trouble with intentionally wrong statements of facts. However, there is a veritable plague of "well meaning" mis-statements. People who are certainly not attempting to spread misinformation, but through their own lack of knowledge on a particular subject, manage to pass along incorrect information. This can be very damaging to the company or individual that is misrepresented as well as to the receiver of the misinformation who is left believing something that is not true. (if you happen to find any mis-statements in this newsletter please bring them to my attention immediately so I can correct them in the next issue. As do all newsletter editors, I try to make sure the content of this publication is as accurate as possible) With this in mind we move on.

From various places I've heard about a new book for the TI called "Home Publishing on the 99/4A" written by Harry Thomas Brashear. Recently, when digging through our mail box at the BCS I came across a copy of this publication sitting with a note attached which requested that we "consider" it for our user group. I figured this might be a good excuse for a review. Then I figured, perhaps I better not call it a review since I am far from unbiased on this topic. I wrote this little program called Font Writer II which certainly falls into the realm of the book, and this company called Genial Computerware which I'm very associated with has several

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products in the graphics/printing area. So I'll say that this is a set of reflections on the book.

First the plain hard facts reflection: The book sells for \$15.00 a copy, and includes two twenty page "supplement issues during the coming year." It also comes with a disk of programs which are described in the book. The book was prepared entirely using a TI computer and is 74 pages long. It can be ordered by writing to Western New York 99ers, c/o Harry T. Brashear, 2753 Main Street, Newfane, NY 14108. If a user group orders 10 or more copies the price is reduced to \$12.50.

Brashear is a regular reviewer for MICROpedium, and a rather prolific contributor to the "textware" (to borrow a term from Jack Shugrue) collection of our community.

The promotional material that accompanied the book states that the book is "a manual on how to use the programs we have for the creation of beautiful banners, pictures, and creative text." It actually covers most of the big programs including TI-Artist which Brashear refers to as the "hub" of TI graphics programs since everything else tends to revolve around it. It also covers GRAPHX, Joypaint, Picasso Publisher, CSGD III, Font Writer II, MAX-RLE, TASS, Display Master, Calender Maker 99, and several other programs. Unfortunately, rather than discuss tips on using these various programs, Brashear tends to editorialize on their good and bad points. This might be useful in a guide to selecting graphics software. In a book that claims to be a manual on "how to create" this seems out of place.

Brashear spends a significant portion of the text on Fonts, how to create them, move them from GRAPHX to TI-Artist (using a procedure which I find a bit "clunkier" than the approach I used one afternoon), and how to enlarge them. There are over 11 pages of print outs of fonts. I find this to be wasteful since Brashear describes two programs (one from CSGD, and the other part of Font Writer II) which do this for you in other parts of the book. Thus these catalogs are really only of use to people who own these fonts (which are all from CSGD, I believe). I must concede however, that these font catalogs are better than those produced by either program for producing font catalogs, but they don't justify the space. The space might have been better spent on describing Brashear's approach to creating these font catalogs.

Brashear describes Asgard's "Artist Enlarger" and then goes on to write "I should point out that there is another program from Genial Computerware that does a similar job and a lot faster, though it's not as complete as Artist Enlarger is." This book is dated September 1988. In another part of the book he writes, "There is a very important program which I have been unable to get, called Graphic Enlarger. My pleas for haste in getting it to me have fallen on deaf ears. I will include it in a later update." I believe that in this case, Brashear is actually referring to the same program, "Graphics Expander" from Genial Computerware. At the beginning of the summer Genial received a short note from

Mr. Brashear requesting a review copy of Graphics Expander, and the note in effect said that he could pretty much assure me of an "A" review in MICROpendium. I discussed this with several people and decided not to send the program since it sounded to much like "buying" a review for my tastes. As of this date the program has not been reviewed in MICROpendium. I believe that Graphics Expander is more complete than Artist Enlarger. Comments from our customers tend to indicate this as well, particularly from those that own both programs. Enough said.

In the center fold of the book are four pages of advertising from Asgard, Texaments, and Great Lakes Software. These are four of the 74 pages in the book.

The description of Font Writer II also contains some inaccuracies. In particular the statement "Font Writer II is the Artist answer to CSGD III ... Of course, since Fontwriter II came after CSGD, they tried to go it one better." Font Writer and CSGD III were released on the same day, the Chicago faire some three years ago. Font Writer II wasn't released until many months later. In any case, the idea was never to compete with CSGD, at least not in my mind. His description of the program somewhat misses the point in my mind (and I did write it). He says of the Disk Dump program (which is used to print out the aforementioned font catalogs and such), "This is my own main usage for the program ... it does a really beautiful job." While I accept the compliment, I must admit that I wrote that particular portion of Font Writer II on a hot afternoon because I thought it would be a unique extra. The Font Formatter, which is the major part of the program (both in terms of effort and manual space), is barely mentioned in passing.

The book provides a section at the end describing how to create a user group newsletter, based on Brashear's own work on the Western New York 99'ers publication. This section contains more about content than form, which again is supposed to be the point of the book.

I find "Home Publishing on the 99/4A" to be a walk through the attitudes and preferences of the author, much more than a lesson on how to attain good results in home publishing using your 99/4A. While it is well produced with many illustrations, and is itself a testament to the quality of text and graphics that can be produced with a TI computer, it is too bad that Brashear didn't spend more time discussing how he attained these results and less time discussing his own preferences on each program.

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I apparently do not know which side of my bread my butter is on. FontWriter II is a very nice program, and for its time was quite innovative. As a matter of fact, in October of 1987 I did a review of it in MicroPendum and gave it a much deserved "A" rating. There are some things that it does better than others, but I would hate to have to turn out a twenty page newsletter with it. Nuff said!

Concerning my apparent bribery to get a free program by the name of Graphics Expander (also written by J. Pete), to review for MicroPendum. I had seen this program demonstrated at my group meeting, played with it a little, and, yes, had determined that it was an "A" program. And yes, I did mention this in my note to Genial, which I thought of as more of a compliment than a bribe. As MicroPendum can attest to, if requested, I always return programs, UNCOPIED, after a review. I don't feel too bad about trying to get them to mail me a copy gratis, because frankly, I can't afford to buy all the programs I review. My object in reviewing for Micro is to make money to update my system.

When I decided that Expander was too important to be left out of my manual however, I spent the money for it. (Please be kind enough to check your records Pete) Unfortunately, as with most Genial software it takes six weeks to arrive and it didn't make the main publication. A review of its features will be found in the first manual supplement along with some of Genial's fonts (which I purchased in Harrisburg), all of which are very good.

Now in defense of the manual itself.

I did NOT write this manual to be a set of docs on how to run programs. I have made this quite clear in a couple of places in the book. If the pirates want to get docs, they will have to find them someplace else. My intention for the main manual was to tell the people what was available, where to get what they needed, and what the features of the products were. It was also intended to inspire people with all of the illustrations. I devoted a lot of space to fonts because our fonts are unique to the computer WORLD. Nobody has as many as we do, and besides, what is publishing, if it isn't fonts.

I had originally set out to tell everything there was to tell about TI graphics in one book... NO WAY! I could have easily extended the manual to 150 pages plus, which would have made it too expensive for the average Tler, and, broken the bank account of our group. Therefore we budgeted it to no more than eighty pages plus the mailing of two supplements of twenty pages each. We also considered the possibility of extending that with a by-monthly newsletter devoted to graphics. (That, of course, may now be impossible!) I felt that I had to wait for people's questions before I could fill in the gaps. The first supplement, already completed, and to be mailed out in February, will prove that out.

There ARE four pages of ads placed in the middle of the book, (so that they could be removed if the buyer wished. They are unnumbered pages, added to the seventy-four numbered ones, plus the title page and index - that makes our advertised eighty pages in my copy.) These ads were promised to the companies that helped me - Texaments, Great Lakes and Asgard. They helped by either giving, or selling to me at wholesale, all of their graphics packages. To these companies, I will be



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forever grateful, because without them, the manual would have been impossible. They have received free copies of the manual (obviously a bribe) and have given their full approval of its contents.

Since the TI SIG of the Boston Computer Society is the last word in TIdom, and J. Peter is the most respected software author and judge in our community, I humbly bow to his opinion, and beg his forgiveness for having tread unknowingly upon his toes. I promise to seriously question the wisdom of those people that are sending second and third orders for their friends. I will also wonder whether the groups that are requesting second multiple orders have any idea what the hell they are doing.

Most humbly and insignificant to He who dealuth the lightning... HTB

=====

There may be a new kit board coming based on demand by you, the user. It has been prototyped and proven. Eric Zino of 414 Highland Rd., Pittsburgh PA, 15235, wants to hear from you about it. It will sit inside your console and contain the 32K, a clock, speech, the Xbasic chips and additional Grom for whatever you want. The board will sell for less than \$15.00 (you supply parts) and can hook up with only a few connections.

Eric wants to make sure there is enough interest to get it to the board makers. If it sounds good to you, write him, or, give him a call at (412) 371-4779.

Sounds good to me!!

=====

Version 2.0 of TI-BASE is out. I understand that many small bugs have been straightened out in this version and the manual has been redone also. There is no question that this is THE data base for the TI, and will remain so for many years to come. Don't be afraid to buy it.

And speaking of buying it. . . if there are six of you that have not yet done so but want to, let me know. We can get a few bucks off of the \$24.95 price tag if we go in on a group purchase.

I have been staying up on what's going on with this program by dialing up TI SOURCE once a week. That's the bulletin board that is run by Texaments. There is a special section on there that relates to TI-Base problems. I will keep you tuned in on what's going on that way.

We have added two more files by Jack Sughrue to our TI-Base tutorial disk. This gives us a total of six large text files on this subject now. If you want this disk it is available from our library.

# REVIEWS

## WHATS NEW IN HARD AND SOFTWARE

### Artwork Enlargers: Which is the best?

by R. Coffey

Graphics Expander v2.0 from Genial Computerware and Artist Enlarger from Asgard Software both cost \$10, but which one is worth owning? Lets compare these two programs and see if we can come to any conclusions.

Graphics Expander has some nice advantages, not the least is that it is written in assembly language for extremely fast operation. Besides the usual magnification and reduction of artwork, you can also rotate, mirror, and invert at a press of a key. Using these commands becomes easier because you can see exactly what it will look like BEFORE you save it to disk. Besides handling standard Artist fonts and instances, it will also handle CSGD fonts. Magnifying a font can easily make it too large to be handled by TI-Artist, so the program Big Type is included which will let you more easily deal with them.

Graphics Expander does have a fault thou. The work area on the screen is approximately 1/6th the size of a full screen and once you exceed that by either loading an instance that is too big or magnifying an instance beyond that limit, you end up with garbage for output, which can be easily done! What makes this harder to deal with is that there is no error checking to see if your trying to go beyond this limit. The rule of thumb is if you can't see all of it in the display area, you won't be able to get it done with Graphics Expander!

Artist Enlarger is more English orientated, and has the usual compliment of magnification and reduction procedures for both Artist instances and fonts. A nice little feature it has is when you enter the filename, you don't need to enter the \_I or \_F suffix, which is the same way TI-Artist operates. You also have a size limit of the largest instance available (32x24, a full size screen) and comes in handy when you want to reduce a large picture, or magnify a small picture up to full screen size. To keep you from wasting your time, there is error checking so you can't magnify an instance beyond the maximum size.

Artist Enlarger is not without it's own shortcomings. It is written completely in Extended Basic, and will take up to 45 minutes to reduce a full size instance. Smaller ones will of course take a MUCH shorter time. Also, you will not be able to see your output beforehand; you must wait until it has completed the task and load your new font or instance into TI-Artist. If your new font is too large, you will not be able to lay all of the characters on the screen, but you can always go into TI-Writer and break it apart.

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In my mind, neither of these programs comes out a clear winner. Graphics Expander is fast, but has a severe handicap in the size of instances it can handle. Artist Enlarger can handle any size instance, but is slower in execution.

To get all my jobs done, I use and recommend both of these programs! Why not, together they only take \$20 out of your wallet. Unfortunately, neither program can reduce that cost.  
RJC-1/89

### TI-BASE Ver 2.0

A Review by Barry Long, CPUG December, 1988

Have you ever been so excited about a product that you couldn't wait until it arrived? Well, I have, and not only once, but twice! The first one is "PRESS" from ASGARD. I'm still waiting for that one! (patience). The second one is really the first, since I had the fortunate opportunity to review the previous versions (1.0 and 1.02) of TI-BASE from INSCEBOT.

I could hardly wait until the updated version arrived! It was like an early Christmas present. I must say, when INSCEBOT promises, they deliver, and FAST! I had ordered several updated versions for our members plus one complete package for another member. This was on a Wednesday, by the following week, I had all of the order. Thank you Mr. Faherty!

Now, on with the review. For those who don't have TI-BASE, WHAT'S KEEPING YOU? THIS IS ONE GREAT PROGRAM! Even if all you have is a simple telephone list, GET THIS PROGRAM, PLEASE! If this sounds like a pitch for INSCEBOT, well, it is. They have contributed heavily to the TI community in the way of good, intelligent software. We must support them! Whoops, I'm diverting again! Sorry.

Version 2.0 comes on 2 discs (SSSD). The first disc is the entire program. The second disc is a TUTORIAL. The Tutorial is menu driven and quite easy to learn. Just load the main disc, and after the date inquiry and the setup screen, type in DO TUTOR. This will load the second disc. Follow the menu selections and sit back and relax. For those who have one of the older versions, I suggest you go through the Tutorial disc as well. There are some significant changes!

First, we are back up to over 16,000+ record storage. Not that I couldn't get by on only 8,000+, but, it is a bonus. I may even find enough information to fill it! (Ha)

Second, we now have built in printer drivers for several of the most common printers in use within the TI community. This feature alone is worth the update price! Read the Docs and set up the printer driver properly, and that's the last time you will need that information during your session. You can even include the printer information within your Command Files if you care to. To set the printer parameters, type: PRINTER X, where X is your printer name. (Epson, Nec, etc). The systems disc will activate and load your particular printer file. Simple, isn't it?

You can use any Command files that you previously created with the older versions, they are completely compatible, as well as all of your old data files.

If you're like me, you have many data files created from several other "Data-Bases" They can now be converted to TI-BASE

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with very little effort on your part. No more typing in the same information into another data-base. This program will do all of the 'dirty' work for you! FOLLOW the Docs tho! You must know the parameters of you old file, ie: size, attributes, field length, etc. Once this information is known, then TI-BASE takes over and bingo, you now have 'Aunt Sarahs' phone number, etc. into a 'real' data-base, not a flat file manager.

You have many mathematical functions available, including BOOLEAN algebra.

You now have the ability to do multiple sorting on several fields during the same processing. This is nice if you are sorting zips, cities, last names, etc. all at the same time. One of the drawbacks (few) is the sort routine, which is still very slow. I can live with that as long as I have all of the other features. (for now at least. (hint)

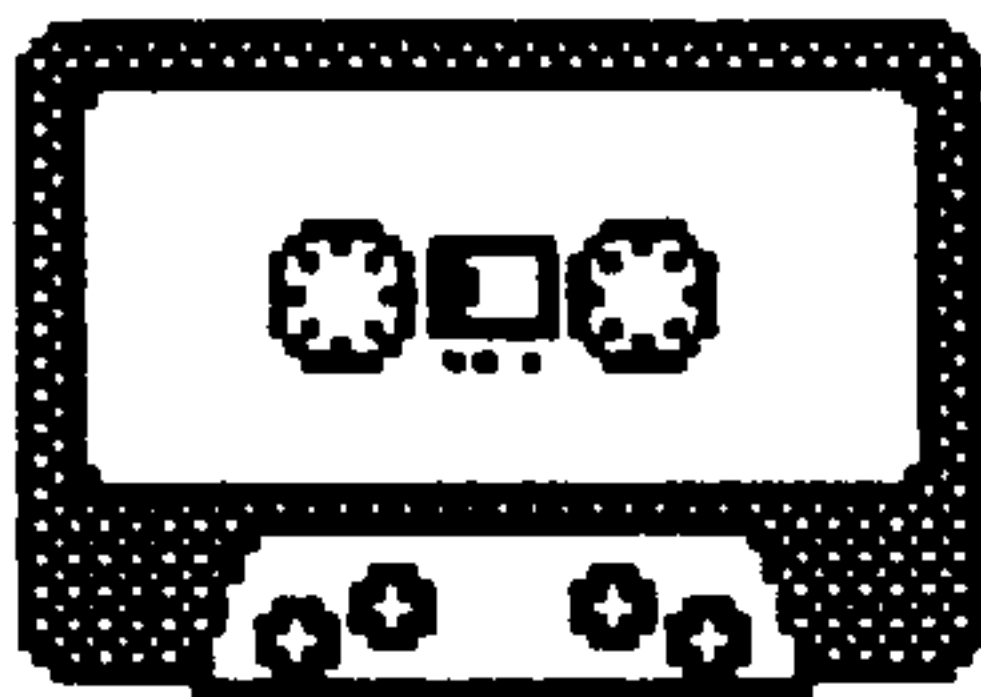
Due to limited Local Space, you cannot create a Command file that is more than 35-40 lines in length, however, you can 'Nest' several command files together, and the program will treat each one separately. Not really a problem, but a minor inconvenience. The speed of the processing is directly proportional to the amount of information you are asking for. The ability to Find your data is almost as fast as PRBASE. But unlike it, you can relate many different like fields and link them together, and Find the specific data almost immediately (once it has been sorted, that is).

In comparison to PRBASE, if you could do a fair comparison, TI-BASE is extremely easy to use. Granted, you can create your information in PRBASE with just about the same amount of ease, however, TI-BASE's strength lies in its ability to retrieve that data in a much more conventional and easier manner. You can Print your data with considerable more control than with PRBASE. You don't have to 'count' line length, etc. I don't mean to 'knock' PRBASE, but, I'm just a 'good ole boy' and I could never print my information out the way I wanted it. What I'm trying to say is, "If you can read, you can use TI-BASE"

Speaking of reading. Sorry INSCEBOT, but there you fall short. Your use of blue on grey paper in subscript type just doesn't cut it. Please consider us 'older' Tiers and our eyes, and tempers. Maybe it would be easier to put the Docs on a disc in DV80 format? Then those of us with questionable eyesight might even choose to use Bold or even Expanded print if we have to.

In closing, I want to state that I am not a "professional" computer expert, but, I know what I want and what I need to do the job, and in my personal opinion, TI-BASE ver 2.0 fills this need. I would and can recommend this program to every Tier I meet. This is a 'must have' addition to anyone's software library. You will probably never ever come across another bargain like this one. Thank you INSCEBOT!!

Barry Long  
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# AUDIO CASSETTE LOG UTILITY

BASIC CODE IS ON PAGES 15 - 16

This program will allow you to print out a neat little insert for your cassette tapes just like the one they come with. All of the printer codes are for Epson compatibles.

When you first boot up you will be asked if you want to use files or input the information directly. More on this later. You will then be asked for your full name.. for good reason. That little fold over on the other side of your tape will be put to good use by stating who the tape belongs to.

You will be asked if you want one or both sides of the tape indexed. You will then be asked for the album title and artist for one or both sides and finally you can input the song titles.

While putting in the song titles, if you make a mistake just <ENTER> at a blank line and you can back up to the error. When you have finished the inputs, if less than the full 18 titles, just type "END". This will not appear on the insert.

Finally, you will be asked if you want to file or print the inputs. I put this in so that our people without printers can file the information and then bum a printer later for the inserts. Which brings up the first prompt again. If you have filed information for printing out you can access it from that first prompt. This is also good for multiple copies.

Have fun. My kids think I spent the last seven years on this computer just to make this program for them. Maybe I did!

You may now also make multiple copys by simply reprinting. The "buttons" are just for fun, and you will have to hold your key presses longer because of them when you "DUPE", "RECORD", AND "PLAYBACK". L8R... HTB

SIDE 1	SIDE 2
SONG TITLE ONE SONG TITLE TWO SONG TITLE 3 ETC....	SONG TITLE ONE S2 SONG TITLE TWO S2 SONG TITLE 3 S2
SIDE 1: CASSETTE UTILITY BY H. BRASHEAR	
SIDE 2: WESTERN NY 99ERS JAN. 1989	
THIS TAPE IS FROM THE LIBRARY OF HARRY BRASHEAR	

# THE UPPER LEVEL

## FOR THE ADVANCED TISSER

Interrupt Driven Music By Erik Olson NOTE: Although I use the following routines in commercially marketed programs, I give permission for you to use them in your programs provided they are not for profit and due credit is given. Permission is granted to distribute and publish this article through non-profit channels.

The following A/L program will provide interrupt driven music from TI Basic, Extended Basic or the E/A in three parts. "Why not use the interrupt driven method in the console?" you might ask. The advantage this program gives you is that it is capable of handling three separate sound lists and playing them all at the SAME TIME. Thus, melody and harmony may be composed separately. (Or you could have background noises with one-channel music.) Then you have a separate list for sound effects, noises, etc. Two sound generators are assumed to be used for music while the third and the noise generator should be for noises. The reason the third gen. is recommended is that many noises will use the specified shift rate where the h shift rate is taken from generator 3. For this program I do not provide any sound lists for music or noises. You must supply your own. Note that these sound lists are not stored in VDP, but the program takes them from RAM. The three routines SNDON, PLAY, and SNDOFF control the ISR. SNDON loads the ISR address and clears out the sound table pointers. PLAY loads the first two pointers for music. SNDOFF turns off the ISR and clears the pointers. Two other routines, QUIETM and QUIETN, can be used to blank out music playing or noises. They do not turn off the ISR, they only clear the pointers and turn off the sound generators. Sound lists are pointed to by the addresses of PNTR0, PNTR1, and PNTR2. When no list is executing, the pointer will be zero. Each pointer has its own counter to store duration in. (WAIT0, WAIT1, WAIT2) These count down to 0 at which time a new note is loaded. Sound processing can be suspended for a channel by clearing out the WAIT counter. Correspondingly, to trigger first execution of a list the counters are loaded with a value of one. You could easily modify these routines to play only one music list, not two. Simply delete lines dealing with PNTR1 and WAIT1 in the PLAY routine. Two counters for music were provided because I use special tones which require several steps each in my music, mandating two lists. Noises can be activated by loading the counter PNTR2 with the address of your sound list and placing a 1 at WAIT2. You must provide your own sound lists. Make sure the sound lists for noises use only generator 3 and the noise generator. If you need more your music lists will have to

WESTERN NEW YORK 99ER'S INTERFACE

suffer. Note that I have provided end-of-list pointers for the two music tables. The codes quiet the corresponding sound generator and mark the end of the list to the ISR by giving a 0 duration. A similar noise end pointer would be this: BYTE 2,>DF,>FF,0

Here is the program now. Enjoy!

```

DEF SNDON,PLAY,SNDOFF,QUIETM,QUIETN

PNTR0 DATA 0
PNTR1 DATA 0
PNTR2 DATA 0
WAIT0 DATA 0
WAIT1 DATA 0
WAIT2 DATA 0

SNDON  LIMI 0
        CLR @PNTR0
        CLR @PNTR1
        CLR @PNTR2
        CLR @WAIT0
        CLR @WAIT1
        CLR @WAIT2
        LI R0,ISR
        MOV R0,@>83C4
        LIMI 2
        RT

PLAY    LI R0,MEL          MELODY LIST
        MOV R0,@PNTR0
        LI R0,HAR          HARMONY LIST
        MOV R0,@PNTR1
        LI R0,1
        MOV R0,@WAIT0
        MOV R0,@WAIT1
        RT

SNDOFF  CLR @>83C4
        MOV R11,R12
        BL @QUIETM
        BL @QUIETN
        B R12

; TURN OFF MUSIC

QUIETM CLR @WAIT0
        CLR @WAIT1
        LI R0,>9FBF
        MOV R0,@>8400
        SWPB R0
        MOV R0,@>8400
        RT

; TURN OFF NOISE

QUIETN CLR @WAIT2
        LI R0,>DFFF
        MOV R0,@>8400
        SWPB R0
        MOV R0,@>8400
        RT

INS     BSS 26
I13    DATA 0
I14    DATA 0
I15    DATA 0

ISR     MOV R11,@I14
        STWP R11
        MOV R11,@I13
        LWPI INS

; MELODY
        MOV @WAIT0,R0
        JEQ ISR0
        DEC @WAIT0
        JNE ISR0
        MOV @PNTR0,R0
        MOVB @R0+,R2
        SRL R2,8
ILOOP0 MOVB @R0+,@>8400
        DEC R2
        JNE ILOOP0
        MOVB @R0+,R2
        SRL R2,8
        MOV R2,@WAIT0
        MOV R0,@PNTR0

; HARMONY
ISR0    MOV @WAIT1,R0
        JEQ ISR1
        DEC @WAIT1
        JNE ISR1
; GET NEW MUSIC STEP
        MOV @PNTR1,R0
        MOVB @R0+,R2
        SRL R2,8
ILOOP1 MOVB @R0+,@>8400
        DEC R2
        JNE ILOOP1
        MOVB @R0+,R2
        SRL R2,8
        MOV R2,@WAIT1
        MOV R0,@PNTR1

; NOISE
ISR1    MOV @WAIT2,R0
        JEQ ISR2
        DEC @WAIT2
        JNE ISR2
; GET NEW FX STEP
        MOV @PNTR2,R0
        MOVB @R0+,R2
        SRL R2,8
ILOOP2 MOVB @R0+,@>8400
        DEC R2
        JNE ILOOP2
        MOVB @R0+,R2
        SRL R2,8
        MOV R2,@WAIT2
        MOV R0,@PNTR2

ISR2    RTWP

MEL
;
; INSERT YOUR OWN SOUND LIST.. MELODY
;
        BYTE 1,>9F,0      END OF LIST

HAR
;
; HARMONY
;
        BYTE 1,>BF,0      END OF LIST

; DON'T FORGET YOUR "END" DIRECTIVE

```

WESTERN NEW YORK 99ER'S INTERFACE

```

1 !*****
2 !
3 ! CASSETT INDEX UTILITY
4 !     BY
5 !     HARRY BRASHEAR
6 !     WESTERN NY 99ER'S
7 !
8 !*****
100 ON WARNING NEXT :: CALL MAGNIFY(3)
110 GOTO 120 :: OPTION BASE 1 :: A$,A1$,A2$,AN$,F$,FN$,L$,L1$,N$,PF$,T1$,T2$ ::
I,J,K,S,S1,S2,SS :: CALL CHAR :: CALL CLEAR :: CALL COLOR :: CALL SCREEN :: CALL
  SPRITE :: CALL KEY :: DIM SIDE1$(18),SIDE2$(18):: !@P-
120 !
130 CALL CLEAR :: CALL SCREEN(15):: CALL CHAR(132,"3F60CF9FBFBFBFBFBFBFBFBFB9FCF6
03FFC06F3F9FDFFDFDFDFDFDFDF9F306FC")
135 CALL SPRITE(#1,132,2,170,47):: CALL SPRITE(#2,132,2,170,119):: CALL SPRITE(#
3,132,2,170,190)
140 CALL COLOR(13,7,15):: CALL CHAR(128,"000000FFFF",129,"0000FF00FF00FF"):: L$=
RPT$(CHR$(128),28):: L1$=RPT$(CHR$(129),28)
145 DISPLAY AT(24,3):"record playback  dupe"
150 DISPLAY AT(1,1):"CASSETTE TAPE INDEX UTILITY":L1$ :: " DO YOU WISH TO PRINT F
ROM":"FILES OR DIRECT INPUT?(FD)D"
160 ACCEPT AT(5,27)SIZE(-1)BEEP VALIDATE("FD"):F$ :: IF F$="F" THEN 500 ELSE CAL
L SPRITE(#1,132,10,170,47)
170 IF N$="" THEN DISPLAY AT(4,1):"ENTER YOUR FULL NAME PLEASE":L$ :: ACCEPT AT(
6,1):N$
180 DISPLAY AT(4,1):"ENTER(1or2)TAPE SIDES:":L$:"" :: ACCEPT AT(4,23)BEEP VALIDA
TE("12")SIZE(1):SS
190 DISPLAY AT(4,1):"ENTER THE ALBUM TITLE:SIDE 1" :: ACCEPT AT(6,1)BEEP:T1$ ::
DISPLAY AT(4,1):"ENTER THE ARTIST:SIDE 1"
200 ACCEPT AT(7,1)BEEP:A1$
210 IF SS=2 THEN DISPLAY AT(9,1):L$ ELSE 230
220 DISPLAY AT(10,1):"ALBUM TITLE:SIDE 2":L$ :: ACCEPT AT(12,1)BEEP:T2$ :: DISPL
AY AT(10,1):"ARTIST:SIDE 2" :: ACCEPT AT(13,1)BEEP:A2$
230 DISPLAY AT(16,1)BEEP:"INPUTS OK?(Y/N)"
240 CALL KEY(0,K,S):: IF S=0 THEN 240 ELSE IF K=89 THEN 250 ELSE IF K=78 THEN 13
0 ELSE 240
250 A$="side one" :: GOSUB 440
260 FOR I=4 TO 21 :: J=I-3 :: S1=J :: ACCEPT AT(I,2)BEEP:SIDE1$(J):: IF SIDE1$(J
)="END" THEN 290 ELSE IF SIDE1$(J)="" THEN I=I-2
270 IF I<3 THEN I=4
280 NEXT I
290 IF SS=1 THEN 330 ELSE A$="side two" :: GOSUB 440
300 FOR I=4 TO 21 :: J=I-3 :: S2=J :: ACCEPT AT(I,2)BEEP:SIDE2$(J):: IF SIDE2$(J
)="END" THEN 330 ELSE IF SIDE2$(J)="" THEN I=I-2
310 IF I<3 THEN I=4
320 NEXT I
330 DISPLAY AT(24,3)BEEP:" file      redo      print" :: CALL SPRITE(#1,132,2,170,4
7)
335 DISPLAY AT(24,10)SIZE(10):"  redo" :: CALL KEY(5,K,S):: CALL SPRITE(#1,132,
2,170,47,#2,132,2,170,119,#3,132,2,170,190)
340 IF S=0 THEN 345 ELSE IF K=70 THEN 460 ELSE IF K=80 THEN 350 ELSE IF K=82 THE
N 430 ELSE 335
345 FOR I=1 TO 80 :: NEXT I :: CALL SPRITE(#1,132,10,170,47,#2,132,10,170,119,#3
,132,10,170,190):: GOTO 335
350 CALL SPRITE(#1,132,2,170,47,#2,132,2,170,119,#3,132,10,170,190)
355 OPEN #1:"PIO" :: PRINT #1:CHR$(27);CHR$(64);CHR$(27);CHR$(85);CHR$(1);
360 PRINT #1:CHR$(27);CHR$(48);CHR$(15);RPT$("-",70);"!";TAB(5);"SIDE 1";TAB(35)
; "!";TAB(40);"SIDE 2";TAB(70);"! " :: PRINT #1:RPT$("-",70)

```



WESTERN NEW YORK 99ER'S INTERFACE

```

370 FOR I=1 TO 18 :: IF SIDE1$(I)="END" THEN SIDE1$(I)="
380 IF SIDE2$(I)="END" THEN SIDE2$(I)="
390 PRINT #1:"| ";SIDE1$(I);TAB(35);"| ";SIDE2$(I);TAB(70);"| " :: NEXT I
400 PRINT #1:RPT$("-",70):"|";" SIDE 1: ";T1$;" ";A1$;TAB(70);"|":"|";TAB(70);
"|":"|";" SIDE 2: ";T2$;" ";A2$;TAB(70);"|":RPT$("-",70)
410 PRINT #1:"|";TAB(70);"|":"|";" THIS TAPE IS FROM THE LIBRARY OF ";N$;TAB(70
);"|":"|";TAB(70);"|":RPT$("-",70):: CLOSE #1
420 GOTO 335
430 FOR I=1 TO 18 :: SIDE1$(I),SIDE2$(I)=" " :: NEXT I :: T1$,T2$,A1$,A2$=" " :: G
OTO 130
440 DISPLAY AT(1,1):"ENTER SONG TITLES:""END""=QUIT":L$:TAB(10);A$
450 FOR I=4 TO 21 :: DISPLAY AT(I,1):">" :: NEXT I :: RETURN
460 CALL SPRITE(#1,132,10,170,47):: DISPLAY AT(1,1):"ENTER FILENAME:DSK1." :: AC
CEPT AT(1,21)BEEP SIZE(8):FN$
470 FN$="DSK1."&FN$ :: OPEN #1:FN$,SEQUENTIAL,INTERNAL,OUTPUT,VARIABLE 80
480 PRINT #1:N$ :: PRINT #1:T1$,A1$ :: PRINT #1:T2$,A2$
490 FOR I=1 TO 18 :: PRINT #1:SIDE1$(I),SIDE2$(I):: NEXT I :: CLOSE #1 :: GOTO 3
35
500 CALL SPRITE(#2,132,10,170,119):: DISPLAY AT(4,1):"FILE NAME? DSK1.":L$ :: AC
CEPT AT(4,17)SIZE(10):FN$ :: FN$="DSK1."&FN$
510 CALL SPRITE(#2,132,10,170,119):: OPEN #1:FN$,SEQUENTIAL,INTERNAL,INPUT ,VARI
ABLE 80
520 INPUT #1:N$ :: INPUT #1:T1$,A1$ :: INPUT #1:T2$,A2$
530 FOR I=1 TO 18 :: IF EOF(1)THEN 550 ELSE INPUT #1:SIDE1$(I),SIDE2$(I)
540 NEXT I
550 CLOSE #1 :: GOTO 350
560 !@P+
570 END

```



Diskname DOM:01/89 Total Sectors 358 Files 15

Filename	File Type	Size	Comment
!READ-ME!	D/V	80	4 Read this text file!
2099	PGM	5477	23 2099-A TI Oddysey, music.
9919-DOC	D/V	80	4 How to load 9919-SOUND
9919-SOUND	D/F	80	9 Demo of different wave forms.
BOOT	PGM	6656	27 Main Menu
CALEN-DOC	D/V	80	11 Docs for CALENDRI_0.
CALENDRI_0	I/V	254	54 Calendar Notepad, utility.
CHARA1	PGM	1030	6 Character file for BOOT.
DRAGON	D/F	80	81 Dragon Bomber, game.
DRAGON-DOC	D/V	80	4 How to load DRAGON.
GALVESTON	PGM	9623	39 Galveston, music.
LOAD	PGM	798	5 Loads BOOT.
LOADER	PGM	8182	33 E/A simulator.
POKER	I/V	254	48 Poker, great game.
POKER/LOAD	PGM	27	2 Loads POKER.

000000000000  
2753 MAIN ST  
NEWFRANE NY  
14108



TO:

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

FIRST CLASS MAIL