

CPUg NEWSLETTER



VOLUME 8 NUMBER 4

99er

APRIL, 1989

MINUTES MARCH 20, 1989

Dave opened the meeting with a welcome to the York TI Users Group. With their presence, we had nearly fifty members and guests present. We hope they had a good time, and judging from the comments after the meeting, they did.

Dave then asked the Nominating Committee for their results. Rich Lindway announced the nominations for the various offices within the Group. The nominations are elsewhere in this Newsletter. Dave then formally disbanded the Nominating Committee and asked for any additional nominations from the floor. Dave then handed the gavel over to Amos Meyers and nominated Rich Lindway for Newsletter Editor. Barry asked to be relieved of his position so that he could nominate Harry Long for Events Chairman. The nominations will close as of the April meeting with voting being done by the membership via the mail as in years past.

'PRESS' is still not being shipped. Barry talked to Chris Bobbitt via the phone just prior to the meeting night and indicated that as soon as all of the "bugs" are out, it will be shipped. note: the same announcement is in the latest issue of ASGARD NEWS.

October 15th is the scheduled date for our '1989 COMPUTER EXPO'. It will again be held at the Carlisle Fair Grounds in conjunction with C-CARS. Flyers are being sent out to the various UGs and Vendors.

Dave indicated that Gary Taylor of the Pittsburgh UG. will be talking

up the EXPO to the UGs in the Western part of the state. West Penn has also indicated an interest in attending. Might we have to go to another building?

Wiz/Tib is still being worked on. Dave indicated that most of the TI information is being channeled to Bob Lester's BBS. Bob's board can be reached at :717-561-8145 8N1, 300/1200 baud.

Carol Himmelright announced that CPR classes will be held on May 20th at \$18 per person for the one day session. The local ARC will be instructing all those who are interested in learning this life-saving skill.

Wayne Spyker is asking anyone for information on a "PIO" board for the TI Impact printer. Anyone have an answer?

Bob Miller wrote a short program and donated it to the UG. It should be printed elsewhere in this NL and also in our Library.

Henry Swartz is working on more programs for the Cassette Library. If you have any that you would like to donate, (not copyrighted) let Henry know, or bring them to the meeting. ALL DONATIONS will be graciously accepted.

The business meeting adjourned at 8pm and the rest of the time was spent socializing and making copies of the Group Library.

Till next time,
Barry Long, Secretary

NEXT MEETING: MONDAY MAY 22nd

The Executive Washroom
by
Dave Ratcliffe
Da Prez, CPUG, Harrisburg, Pa.
=====

Well, here it is election time again and after the April meeting, we'll see if the voters want me back for another year or if it's time to retire to the home for old RAM to play with my.....
keyboard <grin>.

A couple of months back, I mentioned that I had decided to buy a Geneve. I managed to talk a local computer dealer into supporting the TI and Geneve markets and he called Basking Ridge to order some units. We already had a buyer for an HFDC so he decided to order 2 HFDC's and 1 Geneve. Now comes the interesting part. For 4 days, he tried to get someone at Myarc. For 4 days, all he got was a busy signal. FINALLY he got a real human. Jack Riley answered the phone. My dealer told him he wanted to order some Myarc cards and asked about terms and such. Riley told him he had to order a minimum of \$2000 worth of product or it was no-go. After some haggeling, it turned out (according to Jack) that this ploy was meant to keep User Groups and individuals from buying product at distributors costs and bypassing the dealers. HORRORS! What a thought! The end result was that Jack agreed to ship the 3 cards to the dealer. This was on 3/30/89. As of this writing (4/7/89) nothing has yet been recieved. Repeated phone calls to Myarc have only yielded busy signals. My Dealer has even used a terminal program to dial the number repeatedly in an effort to get through. So far, the terminal program is getting a workout and I have to say it appears the Myarc

phone spends more time off the hook than on.

A few personal thoughts at this point. While I can understand Myarcs unwillingness to bypass their distributor network, I have to wonder why, when faced with a definite customer, they find it necessary to hem and haw about filling ANY order. NOT all businesses can afford to shell out \$2000 for a minimum purchase and such demands can only serve to make prospective dealers hesitant about doing business with Myarc. It seems to me Myarc should be in the business of selling their product to whoever wants to buy it. After all, isn't that the idea of being in business? Also, it appears that Myarc is making a concerted effort to avoid contact with people in the business of buying and USING their product. Not only does this make users disgusted with Myarc, but it makes it nearly impossible to resolve any problems that may arise. I realize that Myarc is not a big company with hundreds of employees, but no matter WHAT size it is, the CUSTOMERS are what MAKE it a company. Treating them in such a cavalier manner does not help their already shaky reputation for customer service. If Myarc is of the opinion that they are the only game in town and, as such, can get away with this type of behavior, then it is up to current and prospective Myarc customers to tell them NO WAY!

The outcome if this story is entirely up to Myarc. I made many attempts to contact them today and got.....

More later.

>> Dave <<

NOMINATIONS FOR OFFICERS

1988-89 C. F. U. G.

President:
Dave Ratcliffe

Vice-President:
Amos Myers
Dave Hultberg
Anthony DeDonatis

Secretary/Treasurer:
Barry Long

Newsletter Editor:
Nick Varnalis
Rich Lindway

Education Committee:
dave Hultberg

Executive Board:
Amos Meyers
Dave Hultberg
Dave Costanza
Anthony DeDonatis
Dot Swartz

Software Librarian:
Mark Stoner

Events Committee:
Harry Long

We the present Executive Committee would like to take this time to publicly thank Rich Lindway, Marty Gutekunst, and Harry Long for doing all the research, phone contacts, and everything else that was needed to seek out the about members for their respected offices. Thank you!

The offices listed above are still open to any active member who would like to volunteer of their time and serve. ALL NOMINATIONS will be voted on during the month of MAY with the balots being counted at the May meeting, and the successfull officers taking office in June.

Respectfully submitted,

Barry Long, Secretary - CPUG

*ALPHA'S = #*S*
BY
BOB MILLER

HELLO AGAIN!FIRST WE WILL TYPE 'CALL CLEAR' WHICH 'CLEARS THE SCREEN'. OK? NEXT IN LINE 110 THERE ARE THE TWO COLONS '::' AND A SPACE. THE COLONS ARE USED IN TI XB PROGRAMING TO KEEP APART 'SEPARATE' COMMANDS TO BE ACTED UPON 'NEXT IN LINE', 'ON THE SAME LINE'.OK? OK. NOTE: 'A' WILL COUNT FROM 23 TO 95 THEN STOP WHEN 'A' IS SATISFIED THAT IT IS 95 EVERYTHING 'BETWEEN' THE FOR/NEXT LOOP 'A' WILL BE ACTED UPON AND DISPLAYED FOR YOU TO SEE. IN THIS CASE THE FACTS ARE 'A', WHICH NEEDS TO BE ACTED UPON AND THEN DISPLAYED TO SCREEN OR PIO THE 4 QUOTES INDICATES SOMETHING IS GOING TO APPEAR BETWEEN THEM, 'IF' ANYTHING IS AVAILABLE TO 'PUT' BETWEEN THEM. OK?OK THE CHARACTER STRING(CHR*(A), IS LOOKING FOR INFORMATION TO ACT UPON.NOW TYPE THE NEXT LINE THEN ENTER, THEN TYPE RUN AND WATCH WHAT SHOWS:

```
110 CALL CLEAR :: FOR A=23 TO 95 ::  
PRINT A;"::";CHR*(A);"::":NEXT A
```

DON'T FORGET TO TYPE RUN AND PRESS ENTER. SEE THE NUMBERS EQUALS THE ALPHABET. THESE NUMBERS ARE WHAT THE COMPUTER USES AS FOOD FOR THE CPU. IN LINE 110 REMOVE THE 95 AND REPLACE IT WITH A 123 AND RUN IT AGAIN. HEY LOOK WHAT NUMBERS IT GIVE'S YOU THIS TIME! FOR INSTANCE AN -A IS A -65- AND IN MACHINE (CPU) LINGO IS:00110110 00100000 00 110101. THE CENTER ONE IS A SPACE. YES A SPACE HAS A VALUE.OK?OK. BY THE WAY A SPACE HAS A NUMERICAL VALUE AND IS GIVEN #32 AS IT'S VALUE, SO IT CAN BE USED ALSO. HEXIDECIMAL IS 16; 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F THAT LATER. FOR NOW '0' IS OFF '1' IS ON, LIKE A SWITCH, BECAUSE THATS ALL THEY ARE!!! BUT '0' IS WORTH '1', NUFF NOW SO UNTIL NEXT TIME.....ANOTHER SHORTY LESSON....FROM CPUG....BOB MILLER 1989..

GETTING THE MOST FROM YOUR CASS. SYSTEM
BY MICKEY SCHMITT
NUMBER 6
CASSETTE - TIPS - TRICKS - AND TIDBITS
PART II

THIS MONTH I AM CONTINUING WITH THE TOPIC OF CASSETTE - TIPS - TRICKS - AND TIDBITS... AS I TRY TO PASS ALONG MORE OF WHAT I'VE LEARNED THE HARD WAY... AND WHAT I'VE LEARNED FROM MY FELLOW T.I. FRIENDS.

IN KEEPING WITH THE SPIRIT OF LEARNING FROM ONES OWN MISTAKES... I WOULD HIGHLY RECOMMEND USING THE FOLLOWING GUIDELINES - WHEN YOU ARE WORKING WITH YOUR CASSETTE SYSTEM.

WHEN SAVING YOUR PROGRAMS ONTO A CASSETTE - YOU SHOULD GET INTO THE HABIT OF RECORDING THEM ONTO A COUNTER READING WHICH ENDS IN A ZERO. THIS MAY SOUND LIKE AN UNNECESSARY PROCEDURE TO FOLLOW AT FIRST - BUT LET ME ASSURE YOU THAT IT IS A VERY GOOD HABIT TO GET INTO - AS IT ACTUALLY SERVES TWO USEFUL PURPOSES. FIRST... IT WILL MAKE IT MUCH EASIER TO LOCATE A PROGRAM ON YOUR CASSETTE TAPE - AS YOU ARE WATCHING THE COUNTER READING SPEED BY - AND SECOND... (AND FAR MORE IMPORTANT) IT WILL ALLOW YOU SOME ADDITIONAL BLANK SPACE BETWEEN YOUR PROGRAMS. THAT WAY YOU CAN MAKE CHANGES ON A PROGRAM - AND THEN SAVE IT BACK ONTO YOUR CASSETTE - AT THE SAME TAPE LOCATION AS THE ORIGINAL WAS LOCATED - WITHOUT ACCIDENTLY WRITING OVER THE FIRST PART OF THE FOLLOWING PROGRAM - OR THE ENDING OF THE PRECEEDING PROGRAM! BELIEVE ME... I LEARNED THIS THE HARD WAY. IF YOU DON'T GIVE YOURSELF A LITTLE EXTRA ROOM TO WORK WITH - YOU RUN A VERY HIGH RISK OF OVERWRITING YOUR PROGRAMS WHEN YOU TRY TO SAVE THEM BACK OVER YOUR ORIGINALS!

IF YOU HAVE A CASSETTE TAPE THAT YOU WISH TO KEEP PERMANENTLY - AND ARE

AFRAID THAT YOU MAY ACCIDENTLY RECORD OVER IT - YOU CAN BREAK OUT THE LEFT REAR TAB OF THE SIDE OF THE CASSETTE THAT YOU WANT TO SAVE - OR YOU CAN BREAK OUT BOTH TABS IF YOU WISH TO SAVE BOTH SIDES OF THE CASSETTE. FOLLOWING THIS PROCEDURE WILL PREVENT YOU FROM ACCIDENTLY RECORDING OVER YOUR PROGRAMS. IF HOWEVER - YOU DECIDE AT A LATER TIME THAT YOU WOULD LIKE TO RECORD OVER A CASSETTE THAT HAS HAD ITS TABS BROKEN OUT - ALL IS NOT LOST. A PIECE OF CELLOPHANE TAPE PLACED OVER THE TAB OPENING - WILL ALLOW YOU TO ONCE AGAIN RECORD PROGRAMS UNTO THE CASSETTE.

ONE OF THE MOST IMPORTANT THINGS THAT I HAVE LEARNED ABOUT CASSETTE TAPES IS THAT IF YOU DON'T KEEP UP WITH THEM - YOU START TO COLLECT ALOT OF JUNK. THIS "JUNK" THAT I AM REFERRING TO - IS THE MANY BITS AND PIECES AND PARTS OF PROGRAMS THAT WERE SAVED WHEN YOU WERE CREATING OR USING A PROGRAM. ONCE YOUR FINAL PROGRAM IS COMPLETED - GET RID OF ALL YOUR "JUNK" SAVES! IF YOU DON'T DO IT RIGHT AWAY YOU'LL FORGET ABOUT IT - AND THE NEXT THING YOU KNOW - YOU START SAVING NEW PROGRAMS ONTO A CASSETTE THAT IS FULL OF "JUNK" - AND THEN YOU END UP HAVING TO WASTE ALOT OF VALUABLE TIME - CHECKING AN ENTIRE CASSETTE - JUST TO FIND OUT WHAT'S WHAT! ONCE A "JUNK" TAPE HAS SERVED ITS PURPOSE - RECORD OVER IT - WITH A VOLUME SETTING OF ZERO. THAT WAY THE "JUNK" WILL BE ERASED - AND YOU WON'T HAVE TO WONDER IF THAT PARTICULAR PROGRAM - OR TAPE - WAS IMPORTANT ANYMORE!

NEXT MONTH'S TOPIC WILL BE CLYDE COLLEDGE'S: HIGH-SPEED CASSETTE LOADER. THIS IS A MOST IMPRESSIVE BREAKTHROUGH FOR THOSE OF YOU WHO ARE STILL USING A CASSETTE SYSTEM. DON'T MISS IT!!!

IF YOU NEED ANY HELP OR HAVE ANY QUESTIONS CONCERNING YOUR CASSETTE SYSTEM - JUST GIVE ME A CALL (412-335-0163) AND I'LL TRY TO HELP.

TI-BASE
Part 3
By Barry Long, CPUG
April 1989

Hello again! Did everyone try the 'COMMAND' files that I asked you to make up in the last two articles? If not, why not? I thought this approach was a different way to catch your attention. Everyone else starts out with 'CREATING' a Data-Base File first, then, working from there. Well, I just have to be different sometimes.

This month's article will be in building a 'COMMAND' file to allow you to SORT your data on any field that you have designated. A word of caution though, the SORT routine used in TI-BASE can be very slow, it is all related on how much data is stored. Since it is disc active, a ramdisc should be considerably faster. I really can't say, because I don't have a ramdisc. (If someone wants to 'loan' me one to test the sorting time comparison, please contact me)

Please type in the following lines just like you have done the previous ones. After you have 'played' with it and are familiar with the operations, feel free to change the routines to suit your own Data-Base. But, don't blame me if you goof. Just turn on the 'TALK' command and trace your processing until you come across the Command line that is not functioning. This is a nice feature built into TI-BASE. USE IT if you have to.

Please do not type in the line numbers, they are for reference only.

* TEST FOR SELECTIVE SORT

```
1 CLEAR
2 CLEAR LOCAL
3 WRITE 10,12,"SELECTIVE SORT"
4 CLOSE ALL
5 SET HEADING OFF
6 SET TALK OFF
7 SET RECNUM OFF
8 USE MEMBERS
9 LOCAL CHOICE N 2 0
10 CLEAR
11 DISPLAY STRUCTURE
12 WRITE 19 5 "SORT ON WHICH FIELD ?"
13 READ 19 30 CHOICE
14 CLEAR
15 WHILE (.NOT.(EOF)).AND. (CHOICE <11)
16 DO CASE
17 CASE CHOICE = 1
18 SORT ON LN
```

```
19 BREAK
20 CASE CHOICE = 2
21 SORT ON FN
22 BREAK
23 CASE CHOICE = 3
24 SORT ON ADD
25 BREAK
26 CASE CHOICE = 4
27 SORT ON CITY
28 BREAK
29 CASE CHOICE = 5
30 SORT ON ST
31 BREAK
32 CASE CHOICE = 6
33 SORT ON ZIP
34 BREAK
35 CASE CHOICE = 6
36 SORT ON MEMDATE
37 BREAK
38 CASE CHOICE = 7
39 BREAK
40 CASE CHOICE = 9
41 BREAK
42 CASE CHOICE = 10
43 BREAK
44 CASE CHOICE = 11
45 BREAK
46 ENDCASE
47 MOVE
48 ENDWHILE
49 WRITE 10,15,"END OF DATA"
50 CLOSE ALL
51 CLEAR LOCAL
52 RETURN
```

Lines 0 to 2 should be familiar to everyone by now, so I won't spend precious lines on the redundant commands.

Line 3 is similar to the "DISPLAY AT" command in Extended Basic. The screen rows and columns are the same. You are just adding some 'glitz' to your screen. In this case, telling yourself or another operator what COMMAND file is being used.

Lines 4 to 7 are standard codes that we should be familiar with.

Line 8 is telling the COMMAND file what Data file to USE. This will open a slot and open the Data File called MEMBERS. You might even want to specify a certain slot. If so, just insert SELECT # between lines 8 and 9.

Line 9 is setting aside LOCAL variable space. In this case, the variable is named CHOICE, it will be Numerical, 2 spaces wide, and no decimal point.

Line 10 is just cleaning up any writing on the monitor.

Line 11 uses the simple Command "DISPLAY STRUCTURE" so that you are aware of what fields are available to sort from. This will be the actual structure of your own Data File.

Line 12 is like line 3 above.

Line 13 is similar to the "ACCEPT AT" in XB. Since we are inputting only a numerical CHOICE, we don't have to worry about a STRING. If, we wanted to input the complete field, we could change the Command to read: READSTRING 19.30 CHOICE. However, we would have to change our Variable allocation to reflect this. In this case, using numerical variables saves space.

Line 14 is obvious. (I hope)

Line 15 this is the start of the selection process. WHILE is telling the program to check for something. In this case, (standard) WHILE (.NOT.(EOF).AND. (CHOICE <11) . What it is saying is really very simple. If it is not the END OF FILE, AND the CHOICE is less than 8, it is to DO something, and continue to Do something until it reaches the END OF FILE, or the selection of CHOICE is greater than 8.

Line 16 is the actual DOCASE statement which is the continuation of the Command line above.

Line 17 is telling it that if the CHOICE is equal to 1, then the while condition is met. Otherwise it will continue down the command lines and attempt to match the CHOICE.

Line 18 is the SORT command. This is a continuation of line 17. In this situation, CHOICE 1 happens to be the LN field. (Last Name). As long as the EOF has not been reached, it will SORT on this field. (LN)

Line 19 tells the Command file to BREAK once the EOF is reached.

Lines 20 to 45 are repeats of these last few lines.

Line 46 is the ENDCASE statement. It

They go together, like a GOSUB and RETURN statement. If you fail to use the ENDCASE statement, you could send your sort routine, or any other Command routine into an endless loop, that you might not get out of short of turning off the computer. Want to lose your hours of work? Just forget the ENDCASE or ENDWHILE statements.

Line 47 tells the Command file to move onto the next record in the Data file.

Line 48 is the ENDWHILE statement. This closes the loop between WHILE and ENDWHILE. Again, IT MUST BE USED!

Line 49 is just some 'glitz' to let you know that you have reached the last record, and your SORT is finished.

Lines 50 to 52 are commands that should be used to end all COMMAND files. They are standard housekeeping commands.

You can see that I have created a rather long COMMAND file for the SORT routine. You could break it up into smaller segments if you wished by the use of the WHILE statement. The COMMAND file as it is printed here has to be Created with a Text Editor. The MODIFY COMMAND buffer will not take this much space for either Creating or Modifying.

Next month I will show you how to PRINT your data in any format from labels to master lists starting with any field. Until then, experiment and get comfortable with TI-BASE, because it is the best Relational Data-Base for the TI. Use your imagination, think up many ways that you could collect, store and use information. This is what the real world of DBMs are about. Ever wonder how you got that junk mail about stone siding?

If you have any questions, you can contact me via our newsletter address, or plop in a quarter and call me at 717-564-2975. I can talk for hours on TI-BASE etc. (as long as you don't call collect!)

Till next Time,
Barry Long, CPUG
P.O.Box 14126
Harrisburg, PA 17104-0126

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This one is explained in lines 180-190. I think that it will run on any Gemini printer.

```

100 DIM B(25,12),B$(25),CH$(
12),L$(12)
110 GOTO 150
120 S,K,T$,C$,V,J,A,CH$( ),X,
X$,B$( ),B(X,J),T$,M$,L$( ),C
C$,C2$,L,M$
130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL NUMTH
140 !OP+
150 !SEGMENTED BAR GRAPH
    by Jim Peterson 10/87
160 CALL CLEAR :: FOR S=1 TO
12 :: CALL COLOR(S,2,8):: N
EXT S :: CALL SCREEN(5):: DI
SPLAY AT(3,10):"TIGERCUB" ::
DISPLAY AT(5,6):"SEGMENTED
BAR GRAPH"
170 CALL CHAR(95,"3C4299A1A1
99423C"): DISPLAY AT(7,12):
" 1987" :: DISPLAY AT(9,2):
"for free distribution but n
o": "price or copying fee may
be": "charged."
180 DISPLAY AT(14,2):" Will
output to a Gemini": "printer
a horizontal bar-": "graph o
f up to 25 bars, each": "seg
mented into up to 12"
190 DISPLAY AT(18,1):"values
, with a title for": "each an
d optionally with a": "table
of identification of": "the s
egment symbols."
200 DISPLAY AT(24,8):" " :: D

```

```

DISPLAY AT(24,8):"FROM ANY K
EY" :: CALL KEY(C,K,S):: IF
S=0 THEN 200
210 ON WARNINGS NEXT
220 DISPLAY AT(12,1)ERASE AL
L:"GRAPH TITLE?" :: ACCEPT A
T(14,1):T$ :: T$=RPT$( " ",17
-LEN(T$)/2):T$ :: C$=CHR$(27
)
230 DISPLAY AT(16,1):"HOW MA
NY SEGMENTS PER BAR?" :: ACC
EPT AT(16,27)VALIDATE(DIGIT)
SIZE(2):V :: IF V=0 OR V>12
THEN 230
240 !OP+
250 DATA 235,229,168,251,173
,175,184,236,169,250,160,207
260 !OP+
270 FOR J=1 TO V :: READ A :
: CH$(J)=CHR$(A):: NEXT J
280 DISPLAY AT(3,1)ERASE ALL
:"Type END when finished"
290 X=X+1 :: IF X>25 THEN 33
0
300 CALL NUMTH(X,X$):: DISPL
AY AT(12,1):"title of "X$&&
bar?" :: ACCEPT AT(14,1):B$(
X):: IF B$(X)="END" OR B$(X
)="end" THEN 330
310 FOR J=1 TO V :: CALL NUM
TH(J,X$):: DISPLAY AT(16,1):
X$&&" segment value?" :: ACC
EPT AT(16,1)VALIDATE(NUMERIC)
:B(X,J):: T=T+B(X,J):: NEXT
J
320 M=MAX(M,T):: T=0 :: GOTO
290
330 X=X-1 :: DISPLAY AT(20,1
):"Print labels? Y/N" :: ACC
EPT AT(20,19)VALIDATE("YN")S
IZE(1):B$ :: IF B$="N" THEN
350
340 FOR J=1 TO V :: CALL NUM
TH(J,X$):: DISPLAY AT(22,1):
X$&&" label?" :: ACCEPT AT(24
,1):L$(J):: NEXT J
350 C=120/M :: C1$=C$&&"B"&CH
R$(1)&C$&&"G"&C$&&"E" :: C2$=C
$&&"B"&CHR$(13)
360 OPEN #1:"PIO",VARIABLE 2
55 :: PRINT #1:C$&&"0" :: PRI
NT #1:C$&&"E"&C$&&"E"&C$&&"M"&C
HR$(6)
370 PRINT #1:CHR$(14)&T$&CHR
$(20):"":RPT$(CHR$(229),70):
:: PRINT #1:C$&&"3"&CHR$(1
0)
380 FOR J=1 TO X :: PRINT #1
:B$(J)&C2$ :: FOR L=1 TO V :
: M$=M$&RPT$(CHR$(L),INT(B(J,
1)/C+.5)):: NEXT L
390 PRINT #1:RPT$(CHR$(232),
LEN(M$)):: PRINT #1:M$ :: PR
INT #1:M$ :: PRINT #1:RPT$(C
HR$(231),LEN(M$))
400 M$="" :: PRINT #1:C1$::
NEXT J :: IF B$="N" THEN ST
OP
410 PRINT #1:"":
420 FOR J=1 TO V :: PRINT #1
:C2$&RPT$(CHR$(232),10):: PR
INT #1:RPT$(CHR$(J),10)&C1$&
"BL$(J):: PRINT #1:C2$&
RPT$(CHR$(J),10):: PRINT #1:R
PT$(CHR$(231),10):: NEXT J
430 !OP+
440 SUB NUMTH(N,M$):: IF FLA
G=1 THEN 520 :: FLAG=1 :: RE
STORE 480

```

```

450 GOTO 480
460 J,ONES(),TEENS(),TENS(),
N,N$
470 !@P-
480 DATA first,second,third,
fourth,fifth,sixth,seventh,e
ighth,ninth,tenth
490 DATA eleventh,twelfth,th
irteenth,fourteenth,fifteenth
h,sixteenth,seventeenth,eigh
teenth,nineteenth
500 DATA twenty,THIRTY,FORTY
,FIFTY,SIXTY,SEVENTY,EIGHTY,
NINETY
510 FOR J=1 TO 10 :: READ ON
E$(J):: NEXT J :: FOR J=1 TO
9 :: READ TEENS$(J):: NEXT J
:: FOR J=2 TO 9 :: READ TEN
$(J):: NEXT J
520 IF N<11 THEN N$=ONES(N):
: SUBEXIT
530 IF N<20 THEN N$=TEENS(N-
10):: SUBEXIT
540 IF N/10=INT(N/10) THEN N$
=SEG$(TEN$(N/10)),1,LEN(TEN$(
N/10))-1)&"eth" :: SUBEXIT
550 N$=TEN$(INT(N/10))&"&d
NE$(N/10-INT(N/10))$10)
560 !@P+
570 SUBEND

```

And a little something educational -

```

100 DIM M$(100)
110 GOTO 150
120 S,J,M$(1),A$,Z$,K,M$(1),X,
Y,ADV$,A,Q$
130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL ADVERB
:: CALL SOUND
140 !@P-
150 CALL CLEAR :: FOR S=0 TO
12 :: CALL COLOR(5,2,3):: N
EXT S :: CALL SCREEN(5):: DI
SPLAY AT(3,2):"ADJECTIVE TO
ADVERB V.1.3"
160 CALL CHAR(64,"3E4299A1A1
99423C"): DISPLAY AT(5,6):"
@ Tigercub Software": For
free distribution with no
charge or copying fee."
170 FOR J=1 TO 100 :: READ M
$(J):: A$=ASC$(M$(J)): NEXT
J :: Z$=A$ :: CALL KEY(3,K,S)
180 M$(1)=" If adjective end
s in Y, change the Y to
ILY." :: M$(2)=" If adjektiv
e ends in C, add ALLY."
190 M$(3)=" If adjective end
s in LL, just add Y."
200 M$(4)=" If adjective end
s in LE, preceded by a con
sonant, drop the E and ad
d Y."
210 M$(5)=" If the word ends
in E preceded by a con
sonant, preceded by a vow
el, just add LY."
220 M$(6)=" This word is an
exception to the rule - the
adverb is WHOLLY."
230 M$(7)=" If the adjective
does not end in C,E,LL or
Y, always just add LY."
240 M$(8)=" This is an excep
tion to the rule. The prefer
red adverb form is DRYLY."

```

```

250 M$(9)=" If the adjective
ends in E preceded by a vo
wel, drop the E and add LY
260 M$(10)=" If the adjektiv
e ends in E preceded by a co
nsonant other than L, ad
d LY."
270 RANDOMIZE :: X=INT(RND*#L
EN(26)+1):: Y=ASC(SEG$(Z$,X,
1)):: Z$=SEG$(Z$,1,X-1)&SEG$
(Z$,X+1,255):: IF LEN(Z$)=0
THEN Z$=A$
280 ACCEPT AT(24,1):M$(Y)
290 CALL ADVERB(M$(Y),ADV$,A)
300 DISPLAY AT(12,1):" Type
the adverb form of -" :: DIS
PLAY AT(15,1):M$(Y):: DISPLA
Y AT(18,10):" :: ACCEPT AT(
15,15)BEEP:Q$
310 IF Q$=ADV$ THEN DISPLAY
AT(18,10):"CORRECT!" :: GOTO
240
320 CALL SOUND(100,110,5,-4,
5): DISPLAY AT(20,1):M$(A):
" :: GOTO 300
330 !@P+
340 DATA DUE,COOL,SOLE,STOIC
,FRANTIC,COMIC,ABLE,FULL,POD
R,HANDY,SORE,SOCIAL,PENAL,SL
OW,HIGH,LOW
350 !@P-
360 DATA FRISKY,PLAYFUL,HEAL
THY,ROUGH,BUSY,SILLY,SICK,SM
ART,SORE,FAIR,ANGRY,BARE,TIR
ED,WISHFUL,ACTUAL
370 DATA HASTY,LONE,HECTIC,O
FFICIAL,MAGIC,MAGICAL,MATHEM
ATIC,LOGIC,TRAGIC,PATHETIC,T
RAUMATIC
380 DATA DRAMATIC,AUTOMATIC,
AROMATIC,EQUAL,SERIAL,BASIC,
USUAL,FAVORABLE,UNSTABLE,LEG
IBLE
390 DATA HECTIC,LIVE,WARY,VI
SIBLE,TERRIBLE,HORRIBLE,VIVI
D,FANCY,EASY,VILE,WICKED,BLO
DDY,SHODDY
400 DATA NOBLE,HAPPY,LEGAL,M
ERRY,JOLLY,CRAZY,CASUAL,CARE
FUL,FOOLISH,FAMOUS,GAY,BUILT
Y
410 DATA HOPEFUL,HAPEFUL,TIM
ID,BRAVE,BEAUTIFUL,DRY,NICE,
LARGE,PAINFUL,SINFUL,SORROWF
UL,SIMPLE,WILLFUL
420 DATA MENTAL,MORAL,PALE,W
HOLE,HUNGRY,FINAL,FORMAL,TRU
E,AMPLE,DOUBLE
430 !@P+
440 SUB ADVERB(M$,ADV$,A)::
L=LEN(M$):: E$=SEG$(M$,L,1):
F$=SEG$(M$,L-1,2):: G$=SEG
$(M$,L-1,1):: P$=SEG$(M$,1,L
-1):: H$=SEG$(M$,L-2,1)
450 IF ASC(SEG$(M$,1,1))<97
THEN A$="ALLY" :: I$="ILY"
: L$="LY" :: Y$="Y" :: V$="A
EIOU" ELSE A$="ally" :: I$="
ily" :: L$="ly" :: Y$="y" ::
460 IF M$="WHOLE" THEN ADV$=
"WHOLLY" :: A=6 :: SUBEXIT
470 IF M$="DRY" THEN ADV$="D
RYLY" :: A=8 :: SUBEXIT ELSE
IF F$="LL" OR F$="ll" THEN
ADV$=M$&Y$ :: A=3 :: SUBEXIT
480 IF E$="C" OR E$="c" THEN
ADV$=M$&A$ :: A=2 :: SUBEXI
T ELSE IF E$="Y" OR E$="y" T
HEN ADV$=P$&I$ :: A=1 :: SUB

```

```

EXIT
490 IF E$(1)*E" AND E$(2)*e" T
HEN 530
500 IF G$="L" OR G$="l" THEN
IF POS(V$,H$,1)<0 THEN ADV
$=M$&L$ :: A=5 :: SUBEXIT EL
SE ADV$=P$&Y$ :: A=4 :: SUBE
XIT
510 IF POS(V$,G$,1)<0 THEN
ADV$=P$&L$ :: A=9 :: SUBEXIT
520 IF POS(V$,SEG$(M$,L-2,1)
,1)=0 THEN ADV$=M$&L$ :: A=1
0 :: SUBEXIT ELSE ADV$=M$&L$
:: A=5 :: SUBEXIT
530 ADV$=M$&L$ :: A=7 :: SUB
END

```

```

100 !MOCKINGBIRD TINYGRAM by
Jim Peterson. Tap your
tune on the 1 to 0 keys
(tuned A through C)
110 !Then press any other
key to hear it repeated
120 DATA 220,247,262,294,330
,349,392,440,494,523
130 FOR J=1 TO 10 :: READ N(
J):: NEXT J :: J=0 :: DIM T(
50,2)
140 CALL KEY(5,K,S) :: IF S=0
THEN 140
150 ON ERROR 190
160 CALL KEY(5,K,S) :: IF K=
1 THEN 160 :: K=K-(K=48)*10
:: T(J,1)=N(K-48) :: CALL SOU
ND(-999,T(J,1),0)
170 IF K=K2 THEN T(J,2)=T(J,
2)+1 :: GOTO 160
180 K2=K :: J=J+1 :: GOTO 16
0
190 FOR X=0 TO J-1 :: CALL S
OUND((T(X,2)+1)*400,T(X,1),0
,T(X,1)*1.01,0) :: NEXT X ::
J=0 :: GOTO 140

```

A little subprogram to add a bit of variety to your "PRESS ANY KEY" routine.

```

1 CALL CLEAR :: CALL PRESSKE
Y(24)
30000 SUB PRESSKEY(R)
30001 C=C+1 :: IF C=16 THEN
30002 :: DISPLAY AT(R,1):"
:: DISPLAY AT(R,C):"PRESS AN
Y KEY" :: DISPLAY AT(R,C):"p
ress any key" :: CALL KEY(0,
K,S) :: IF S=0 THEN 30001 EL
S 30003
30002 C=C-1 :: IF C=0 THEN 3
0001 :: DISPLAY AT(R,1):"
: DISPLAY AT(R,C):"PRESS ANY
KEY" :: DISPLAY AT(R,C):"pr
ess any key" :: CALL KEY(0,K
,S) :: IF S=0 THEN 30002
30003 DISPLAY AT(R,1):" ::
SUBEND

```

And a new way to wipe the screen -

```

1 CALL CORNERWIPE(30)
29000 SUB CORNERWIPE(CH):: F
OR T=1 TO 24 :: CALL HCHAR(T
,7,CH,T+4):: CALL HCHAR(25-T
,32-T,CH,T):: NEXT T :: CALL
CLEAR :: SUBEND

```

MEMORY FULL

Jim Peterson

TI ARTIST...for the beginner-Vol. 1

by Don McCalla-Evolyn Pacinda

If you are slipping TI Artist into disk drive 01 for the first time, you will probably want to do more than just draw squiggles on the monitor screen. Thank God TI Artist is ID Autoload! Just press Enter at the Intro screen for the main menu. You will most likely want to PRINT something productive that says, "I DID Something!" To do that, you will need to know the difference between Fonts, Slides, Instances, and Pictures.

A Font is usually an Enhanced character set which is accessed by choosing 02 at the main menu-Enhancements. Slides and Instances are also accessed here, using the same option. Slides are usually portions of your working picture, not to be confused with a slide show. You define the slide. We'll discuss slides in more detail later (when we figure them out well enough). Instances are pre-made pictures which vary in size. There are plenty of them available on the market. We'll deal with them shortly. Pictures are pre-made pictures which are saved in 2 portions; they are actually 2 programs which end in ".C" for the color portion and ".P" for the picture portion. Think of the Picture as a backdrop for your smaller figures, which are Instances. Now to the sitty-gritty.

To load Fonts, use option 02 (Enhancements) at the Main menu. You will next see a set of boxes with electronic squiggles bordering the screen-these are Slides. Ignore them for the moment. Go to Alpha Numeric Entry, using Joystick 01 or by typing the letter "A". The next menu requires an input "1" to load character Font. Pressing "1" will cause the cursor to move to the bottom of the screen, at: Load Filename B0K2.____. Input the filename wanted (for fonts, it is a BVBO file which ends in ".F". Ignore the ".F" when typing in the filename. B0K2. is accessed, the font set is loaded into memory, and you must press "2" for "Type Text on Screen." The next prompt is "Should characters be Outlined?" "N" is the default, press "Y" if you just want the outline of the character on the screen, press or leave "N" if you want the whole letter to be present. If you're only using one drive, or if you don't have an extra disk of character fonts, you'll have to access B0K1.

You can only enter up to one line of text at a time, sometimes even less if you have loaded a large character font. You will then see a blank screen with a flashing box which is self-centered-this is your text! Press "Y" to test the placement of your text. It is moveable using the arrow keys or Joystick 01. Be careful using the joystick, because fire button (or Enter on the keyboard) will set your text in place. The blinking box reappears so that you may re-enter the same text a number of times.

To enter another text string, use spacebar and reload thru the Alpha-Numeric screen. At the Enhancements screen, you can hit the space bar to see your working picture. You can access your picture in this manner thru most of the menu screens, even after

hitting FCTN Quit to return to the TI Artist Main Menu (Boot) screen.

Now that we have text, we can load something to surround it. To load an Instance, access Slides box (letter "0" or move cursor to spot with Joystick 01). The Slides menu has 7 options; 00 loads on Instance. An Instance is a BVBO file ending in ".I". Add disk 0 and file name at bottom of screen-don't add ".I" when prompted. Beware: if you misspell the file name, the screen says "Device Error! Task Aborted." It's not the computer, just the user! Once the Instance is obtained, a blinking box appears on the screen the approximate size of the loaded Instance. Joystick 01 or arrow keys will move the box around the screen to the chosen spot. Again, "Y" will test placement, and Fire or Enter will lock in place. Unlike the Fonts, an Instance must be reloaded each time it is used. It can be duplicated using other options which we will discuss in later segments.

To Print your picture, press FCTN Quit to return to main Boot menu. Option 01 takes you to the TI Artist Function screen (the pretty one with all the little boxes and letters). Use Joystick or press "C" for Hard Copy. Next, choose the appropriate printer type. Epson works with the Star printers. At prompt, Enter printer device name: P10.CR.LF is default. Density factor controls width of picture, not just darkness of print, so try "1", which is the default, first. Magnification factor controls the size of the picture, with "1" being the default. Increasing the number increases the size of the picture. Line spacing controls the height of the picture, as in vertical characters per inch. "0" is the default, so try that first. After you get your first picture, play around with the print options-combinations can be very interesting, although not necessarily desirable!

That's all for this month. Next month we'll delve into Slides, and explain some of the Function menu options.

FINDING THE START WORD E/A

This comes from S.F.T.I. User Group
by Herbert Schlesinger
(Source unknown)

When the name of an E/A program is not known one way to find the START word is as follows:

Using the E/A environment, load the program into memory. Go back to the TI Color Bar Screen and enter E/A Basic. Then type in and run the following program:

```
10 FOR I=16128 TO 16383
20 CALL PEEK(I,A)
30 PRINT CHR$(A);
40 NEXT I
RUN
```

Among the words, symbols and garbage you should find the word which will start the E/A program.

WE'LL LOOK FOR

YOU

AT THESE MEETINGS

Circle your Calendar with these meeting dates

JANUARY 16
FEBRUARY 13
MARCH 20
APRIL 17
MAY [22]
JUNE 19

All meetings begin at 7PM but the Group equipment will be up and ready for use at approximately 6PM.

All meetings are held at the CAMP HILL SHOPPING MALL COMMUNITY ROOM.

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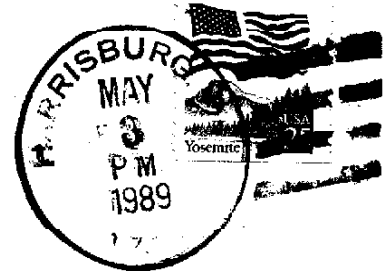
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NEXT MEETING: MAY 22ND 1989 at 7pm.