



C I N N E - W O O S A Y A



ANNUAL COMBINED ELECTION MEETING by FRANK LARRICK

THE MEETING WAS CALLED TO ORDER BY DAYTON PRESIDENT RICK KELLOGG AT 12:30 PM. HE STARTED BY THANKING MIAMI UNIVERSITY FOR THE USE OF THE ROOM AND INTRODUCED THE OTHER OFFICERS PRESENT. THEY WERE SAM MOON (CINCINNATI PRESIDENT), FRANK LARRICK (DAYTON SECRETARY), JOHN CONNOLLY (CINCINNATI SECRETARY), KEN CARPENTER (CINCINNATI TREASURER), JIM SUSCO (DAYTON TREASURER) AND BILL POST (CINCINNATI LIBRARIAN). HE THEN MADE THE MOTION THAT THE SUMMARY OF THE MINUTES CONTAINED IN THE NEWSLETTER BE ACCEPTED AS A READING OF THOSE MINUTES. THE MOTION WAS SECONDED AND PASSED BY VOICE VOTE. HE THEN READ THE GROUP DISCLAIMER REGARDING THE SALE AND/OR PROMOTION OF ITEMS AT THE GROUP MEETINGS, BEFORE TURNING THE FLOOR OVER TO THE ELECTION COMMITTEE. RICK TOOK TIME TO EXPLAIN SOME SPECIAL CIRCUMSTANCES ABOUT THIS ELECTION. SAM MOON AND JOHN CONNOLLY HAVE BOTH OFFICIALLY WITHDRAWN FROM THE ELECTION AS CANDIDATES FOR OFFICE. WHEN ASKED IF HE WOULD CONTINUE AS CINCINNATI PRESIDENT IF VOTED IN AS A WRITE-IN, SAM MOON HE WOULD AS LONG AS IT WERE POSSIBLE FOR HIM TO DO SO. JOHN CONNOLLY WAS ASKED IF HE WOULD TAKE SAM MOON'S PLACE AS CINCINNATI PRESIDENT, HE SAID HE WOULD DO SO. JOHN WAS ALSO ASKED IF HE WOULD CONTINUE IN THE OFFICE OF CINCINNATI SECRETARY IF ELECTED AS A WRITE-IN CANDIDATE HE SAID HE WOULD DO SO UNTIL A SUBSTITUTE COULD BE FOUND. THIS LEAVES THE OFFICE OF CINCINNATI SECRETARY OPEN AT THIS POINT. RICK ALSO ANNOUNCED THAT RICHARD WHITMER WAS STEPPING DOWN AS DAYTON LIBRARIAN. AS THIS IS AN APPOINTED OFFICE RICK ASKED THOSE PRESENT IF ANYONE WAS INTERESTED IN THE OFFICES OF LIBRARIAN IN BOTH DAYTON OR CINCINNATI. RICHARD DIX AND ERIC BISHOP EXPRESSED INTEREST IN THE DAYTON LIBRARIAN POSITION AND JOHN CONNOLLY DID SO FOR THE CINCINNATI OFFICE. THESE POSSIBLE NOMINEES FOR THE LIBRARIAN POSITIONS WILL BE CONSIDERED AT THE NEXT OFFICERS MEETING. ELECTION COMMITTEE CHAIRPERSON HERB KLINE TOOK THE FLOOR TO BEGIN THE ELECTION PROCESS BY INTRODUCING THE OTHER COMMITTEE MEMBERS: BILL VAN BREDEPODE, JR. AND TOM TANKERSLEY OF DAYTON AND JIM BURKE, JR. AND JOHN NEES OF CINCINNATI. HERB EXHIBITED TWO UNOPENED BALLOTS RECEIVED IN MAIL PRIOR TO TODAY'S MEETING. THE FLOOR WAS OPENED TO NOMINATIONS. THERE WERE NONE. HE THEN ALLOWED ALL OF THE INCUMBENT OFFICERS RUNNING TO ADDRESS THE MEMBERSHIP. THE VOTING THEN BEGAN OFFICE BY OFFICE. THE BALLOTS WERE THEN COLLECTED AND THE ELECTION COMMITTEE RETIRED TO THE HALL TO TALLY THE VOTES. WHILE THE VOTES WERE BEING COUNTED RICK CONTINUED THE MEETING WITH INFORMATION FROM THE FOLLOWING PUBLICATIONS: IN THE CATALOG FROM THE "MICRO CENTER" IN COLUMBUS IS A USER GROUP AND BULLETIN BOARD LISTINGS. FROM "COMPUTER SHOPPER" THE USUAL "TI FORUM", "TOUR de FORTH"

COLUMNS AND THE COMPUTER STARTER SECTION. ARTICLES ON THE HEWITT PACKEREDS LASER ROM. AN UPGRADED VERSION OF "SPACESTATION PHETA" INCLUDING AN EDITOR FROM "QUALITY 99 SOFTWARE" FOR \$12.00. "MICROPENDIUM" (THE ONLY MAGAZINE DEDICATED TO THE 99-4A) AT 12 ISSUES FOR \$20.00 COMES THE FOLLOWING: REGINA'S COLUMN ON THE DEF STATEMENT (AS ALWAYS IN BASIC), AN ARTICLE ON FUNCTIONS AND STRINGS IN THE 99 LANGUAGE. "TEXCOMP" HAS AN 18 INCH PE BOX EXTENSION CABLE, A LABEL PROGRAM TO TYPE IN, A FORTH PROGRAM TO CONVERT SCREENS TO DV80, REVIEW OF THE PROGRAM "REMIIND ME" GRADING IT A AND A+ FOR EASE OF USE, A REVIEW BY J. P. HODIE OF "MY-ART" AND THE MYARC MOUSE COSTING \$125.00 AND FROM "QUALITY 99 SOFTWARE" "CERTIFICATE 99" COSTING \$19.95 PLUS S & H (LACKS SOME FLEXIBILITY). AT THIS POINT A BREAK WAS TAKEN TO SELL SUPER RAFFLE TICKETS AND GENERAL CONVERSATION. THE ELECTION COMMITTEE RETURNED WITH THE RESULTS OF THE BALLOTING WITH THE FOLLOWING RESULTS: FOR CINCINNATI PRESIDENT SAM MOON 20 WRITE-IN VOTES AND JOHN NEES ONE WRITE-IN VOTE. FOR DAYTON PRESIDENT RICK KELLOGG 22 VOTES. FOR CINCINNATI SECRETARY JOHN NEES ONE WRITE-IN VOTE, JIM BURKE 2 WRITE-IN VOTES, JOHN CONNOLLY 6 WRITE-IN VOTES. FOR DAYTON SECRETARY FRANK LARRICK 24 VOTES, FOR CINCINNATI TREASURER KEN CARPENTER 23 VOTES, FOR DAYTON TREASURER JIM SUSCO 23 VOTES. SAM MOON AND JOHN CONNOLLY BOTH AGREED TO STAY IN OFFICE UNDER THE PREVIOUSLY STATED CONDITIONS. THE MEMBERSHIP EXPRESSED ITS APPRECIATION TO THE ELECTION COMMITTEE FOR A JOB WELL DONE WITH A ROUND OF APPLAUSE. THE TIME FOR THE SUPER RAFFLE HAD COME. THE LUCKY WINNERS WERE: 1st PRIZE TO JOHN CONNOLLY, 2nd PRIZE TO LYNN HOKENSON AND THE 3rd PRIZE TO ERIC BISHOP. CONGRATULATIONS TO ALL THE WINNERS!!! THE MEETING THEN OFFICIALLY ADJOURNED (APPROX. 3:00 PM.) AT THIS POINT WITH THE ANNOUNCEMENT THAT THE DEMONSTRATIONS WOULD BE NEXT FOR THOSE THAT DID NOT HAVE TO LEAVE. RICK KELLOGG DEMOED A GAME SIMILAR TO Q-BERT CALLED "JUMPY". THE ACTION WAS LIVELY AND THE GRAPHICS WERE VERY GOOD. THE NEXT DEMO WAS CALLED "BARRAGE" A GAME USING CANNON TO SHOOT DOWN VARIOUS INCOMING MISSILES AND SHIPS. FRANK LARRICK AGAIN SHOWED HIS MODIFICATION OF THE 4A CONSOLE TO ACCEPT INPUT FROM A NUMERICAL KEYPAD PLUGGED INTO THE BACK AND THEN GAVE A DEMONSTRATION OF "MYARC'S" XBII USING THE SLICK CARD HE WON IN LAST YEARS SUPER RAFFLE. THE DEMO CONSISTED MOSTLY OF SHOWING HOW EASY IT IS TO USE GRAPHICS IN YOUR XB PROGRAMS. GRAPHICS SUCH AS HORIZONTAL OR VERTICAL LINES AS WELL AS BOXES, WINDOWS, CIRCLES AND EVEN FILLING IN THE GRAPHICS. AVAILABLE AT TODAY'S MEETING WERE FAREWARE OFFERINGS 17 AND 18 "FASTERN" AND "MASS TRANSFER" RESPECTIVELY AND DISKETTE OF THE MONTH #30 CALLED "UTILITIES #3". THERE WERE 32 MEMBERS AT TODAY'S MEETING.

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THE PRINTING WORKS

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BBS (Bulletin Board Systems) compiled by Jim Susco, Cin-Day UG News Editor
 separated by state, should be enough to get you started-send me any
 updates/corrections.

Conf. date	User Group	Baud Rate	Hours	Sysop	Area Code	Phone Number
01/88	Edmonton 99er (Alberta,Can)				404	424-3258
	New 99ers UG (British Columbia)				604	526-3387
10/87	VAST (Valley of the Sun, Tempe, AZ)				602	437-4335
06/87	Southern California (El Cajon, CA)				714	278-8155
	Capricorn BBS Techie (Pacifica, CA)	3/12	24 hr	Jim Thomas	415	359-7555
08/87	Innovative Prog. (Rohnert, CA)	3/12	24 hr	Galin Read ?	707	585-3321
12/87	South Bay (San Jose, CA)		24 hr		408	258-3679
	Tri-Valley UG (CA)				809	499-5415
	Rocky Mountain (Thornton, CO)		24 hr		303	288-3692
	Delaware Valley UG (Newark, DE)				302	322-3999
09/87	Miami User Group (FL)			W. Riesterer	305	386-8295
01/88	Atlanta (GA) (7/E/1)		24 hr	Jim Fairchild	404	991-6250
11/87	GENie (Pay,) for info	3/12/24	24	Scott Darling	800	638-9636
	Chicago (Chicago, IL)	3/12/24	24		312	966-2342
	TI Users of Will Co. (Romeoville, IL)			Doug Redmond	815	741-2135
	Marrero, Louisiana	3/12/24	24	Paul Arnold	504	340-8172
08/87	Kaw Valley (Topeka, KA)	3/12	24 hr		913	357-5334
12/87	Boston Computer Society (Weymouth)	3/12		J. P. Hoddie	617	331-4181
12/87	Boston Computer Society - Line #2				617	335-8475
07/87	Pioneer Valley (Chicopee, MA)		24 hr		413	532-0724
02/88	(Maine or ME)	3/12	24 hr	Eunice Spooner	207	465-9065
11/87	Garden City (MI)				313	422-0271
11/87	Great Lakes Techie BBS (Howell, MI)		24 hr	Joe Lehn	313	757-6157
11/87	LMUG (MI) Downriver (no parity)	3/12		Ken English	313	291-4415
11/87	Ozark 99er (Springfield, MO) 6PM-9AM				417	869-3802
12/87	Minnesota & Dakota (Grand Forks, ND)				701	594-9797
10/87	Southern Nevada (SNUG, Las Vegas, NV)	3/12	24 hr		702	648-1247
10/87	Northern New Jersey (NJ, RAMER BBS)	300			201	584-5373
01/88	After Hours BBS (Bronx, NY)	3/12/24/48/96	24	Ed Schaum	212	547-4210
01/88	Long Island 99er UG (NY)				516	661-3643
01/88	TI-TEX Texaments (Patchogue, NY)	3/12	24 hr	Steve Lamberti	516	475-6463
	Guilford (Greensboro, NC)				919	274-5760
01/88	TI-Tower, Toronto 9T9, (ONT, CAN)	3/12	24 hr		416	921-2731
01/88	Ottawa TI 99/4A (B/N/1, ONT, CAN)			Bob Boone	613	738-0617
01/88	C.O.N.N.I. (Columbus, OH) xmodem	3/12	24 hr	Irwin Hott	614	263-3412
10/87	Northwest OH (Maumee, OH)		24 hr	Mills/Turner	419	385-7484
	New Horizons/OH-MI-TI (OH) TICOMM			same as above		
10/87	Penn-Ohio (4A Connection)	3/12	24 hr	Luptak/Baker	216	755-8220
09/87	Net-Work (Gresham, OR, PC Pursuit)	3/12	10AM-10PM	Chris George	503	667-4992
08/87	Oregon TI (Portland, OR, PC Pursuit)		24 hr	Rich Hill	503	226-7652
	second number				503	692-7024
10/87	Pittsburg UG (PA) 6-10:30 PM (M-F) and 9AM -11PM Wkend				412	824-6779
11/87	Midlands 99 (Columbia, SC)	3/12		Mike Kimble	803	754-4996
12/87	Dallas 99er Connection (TX)	3/12	24 hr	Dan Johnson	214	272-2786
	Charlotte TI99 (Dallas, TX)			Rich. Fleetwood	214	398-7162
10/87	Forest Lane TIBBS (Dallas, TX)	3/12	24 hr	Rich. Fleetwood	214	328-4880
02/87	The Phoenix (Houston, TX)	3/12	24 hr	Bill Rister	713	537-8596
	San Antonio Area (TX) TIME	300		Pete Phillips	512	828-1871
11/87	TI-KEEP BBS	3/12/24		Grep McGill	805	499-5415
	Salt Lake & Valley 99er UG (UT)				801	250-8321
11/87	Puget Sound 99ers (WA, PC Pursuit)	3/12		Keith Johnson	206	784-4142
11/87	Queen Anne Computer Shoppe (WA)	3/12		Barb Wiederhold	206	361-0895
11/87	(TIBBS, WA)			Ed Durfee	206	641-5884
	Compuserve (PAY) customer service				800	848-8990
	Delphi (PAY)				800	544-4005
12/87	PC Pusuit Info BBS (PAY)				800	835-3001
12/87	People/Link (Pay, IL) for info	3/12	24 hr	Tom Wills	800	826-8855
	The Source (PAY) sign-up				800	336-3366

FONT OF THE MONTH: By Rick Kellogg

Here is font #3 in the series of fonts presented for you to try and use in screen displays in your programs. As stated before, these fonts are not always complete, so feel free to modify and/or expand them to meet your requirements.

FONT #3: ITALIC UPPER CASE:

R	82	003C22227C484444
S	83	001C202010080870
T	84	003E081010102020
U	85	0012121224244878
V	86	0012121224242810
W	87	0022222254546C44
X	88	0012121408142424
Y	89	002222241C080810
Z	90	001E020408102078

<u>LETTER</u>	<u>ASCII</u>	<u>HEX CODE</u>			
A	65	001C22227C444488	0	48	0018242448484830
B	66	001C22227C4444FB	1	49	0008081010102020
C	67	001C222040404438	2	50	0018240408102038
D	68	003C222244444478	3	51	0018240418084830
E	69	003E20207C404078	4	52	0012122438081010
F	70	003E20207C404040	5	53	001C102038080870
G	71	001C2220404C4438	6	54	0008101038242438
H	72	002222227C444444	7	55	001E020404080810
I	73	001C081010102070	8	56	001C22227E444438
J	74	0004040408084830	9	57	001C22221E040808
K	75	0024242870484848			
L	76	0010101020204078			
M	77	0022362A54444444			
N	78	00222232544C4C44			
O	79	001C222242444438			
P	80	003C22227C404040			
Q	81	001C222242544836			

THESE FONTS ARE BEING PRESENTED TO YOU COURTESY OF THE CIN-DRY USER GROUP. WE HOPE THAT YOU WILL ENJOY AND USE THESE FONTS IN SOME OF YOUR PROGRAMS!!!

(DOWNLOADED FROM COMPUSERVE)

PTERM VER 2.5

-By Richard Bryant

PTERM is a terminal emulator type of program. It requires Console, 32K, Disk System, RS232, Modem, Disk Controller (any), and E/A, X-Basic, or TI-Writer. Printer is optional. Pterm has two functions: ASCII and XMODEM. The ASCII still has a 24K buffer! and the XMODEM has a 10 block buffer in the screen table. Which means you can watch the actual transfer take place on the screen!

Performance:

impossible to crash the program at any point!

Ease of Use:

to remember. Which makes it a very compact program to operate!

Documentation:

The docs are on disk, and are concise and to the point! Value: For the price Pterm is worth the money! If you want ASCII and Xmodem capability only then this is the one to get! Final Grade: I gave Pterm a 'B' because it has only two functions! PTERM is very basic and has no bells and whistles.

Report Card:

Performance.....	A
Ease of Use.....	A+
Documentation.....	B
Value.....	B
Final Grade.....	B

To order:

Pterm
Richard Bryant
417 E. Alpine St.
Altamonte Springs, Fl. 32701
\$20.00 (us funds)

TI BITS * Number 8
By Jim Swedlow

[This article originally appeared in the User Group of Orange County, California ROM]

FAIRWARE REVIEW: DISK UTILITIES
By John Birdwell

You may have a favorite disk editor - one that you know and love (?) - one that meets your needs. Mine has been Miller Graphics' Advanced Diagnostics. At least until now. John Birdwell's DISK UTILITIES has jumped to the top of my list. It is easily the best sector editor I have used.

It is what a sector editor should be. You can dump a file to your printer in HEX and ASCII. DISK UTILITIES will follow the file on the disk even if it is fractured. The file dump is like Disk+Aid with HEX on the left and ASCII on the right. The print out can be in condensed print. You can also print a sector or a group of sectors.

You can compare two files or disks. Any sectors that do not match will be dumped to your printer. It can also give you a detailed file report.

DISK UTILITIES supports a string search. You can search a disk, any part of the disk or within a file. The string can be in HEX or ASCII.

The sector editor gives you a full screen editor. The various controls are easy to remember. Pressing CTRL H and CTRL A, for example, switches the screen display between HEX and ASCII. CTRL W will write the sector back to disk. Unlike Advanced Diagnostics, DISK UTILITIES keeps track of the current sector for writing sectors. You can, however, write to any sector on any disk.

Another nice feature is the Disk Report. This prints a disk catalog with two new features. First, the catalog includes each file's sector numbers. Invaluable if have it before you blow a disk directory. Also, DISK UTILITIES hides a short file description in the file header and prints it out as part of the catalog.

This program is a sector editor only. It doesn't have the ability to look into your 4A's memory that Disk+Aid has nor the extensive documentation and diagnostic features of Advanced Diagnostics. But it does have all the features one needs in a disk editor.

There is more, but this should give you an idea of what DISK UTILITIES can do. Without doubt, it warrants your serious

consideration. DISK UTILITIES should be in our library by the time you read this. If you like it, send John the \$10 he asks for. It is well worth the price.

John's address is:

John Birdwell
7052 Springhill Circle
Eden Prairie, MN 55344

CUSTOMIZING FUNNELWRITER

It has been said that FUNNELWRITER may be the most significant program written for the TI. One could argue this point but not easily dismiss it.

I have been working on getting FUNNELWRITER to support the utilities that I normally use. This is the first of a series on customizing FUNNELWRITER.

The first thing I wanted to do was to enable FUNNELWRITER to load FAST-TERM. When you press 5 on the main menu, one of the options that comes up for number 2 is MODEM. I could not find, however, what file name was needed. After a bit of searching (using DISK UTILITIES), I found it: MD.

FAST-TERM comes with two files named UTIL1 and UTIL2. You must rename them (using DM1000) to MD and ME and then copy the files to your FUNNELWRITER disk. Change the names before copying because there already is a UTIL1 on the FUNNELWRITER disk and you do not want to overwrite it.

When you switch item 2 to DISK EDIT, FUNNELWRITER loads Disk Patch, or Disco. This is a bare bones disk sector editor. I wanted to load DISK UTILITIES so I removed Disco from my FUNNELWRITER disk, renamed the two DISK UTILITIES files (UTIL1 and UTIL2) to DP and DQ and copied them.

I did all of this renaming and copying on back-up copies. My originals are safe and unmodified. Always keep a master copy of important programs.

The next subject is customizing the user list.

ON GETTING FAIRWARE

On a shelf high above my computer is a large disk box with my masters. One of my prized possessions in that box is an original DISK MANAGER 1000 (V3.3) from the Ottawa TI Users Group. I have a copy from our library but somehow it is not the same.

Our library has many fine fairware programs and I (among others) have often urged you to support fairware authors. One way is to request a program directly from the author (and then send some support).

Just a thought.

Enjoy.

(FROM COMPUSERVE:)

4A/TALK

-A REVIEW BY SCOTT DARLING

4A/TALK is a terminal emulator type of program. It requires Console, 32K card, Disk system, RS232, Modem, Extended Basic module, E/A module, or Mini-Memory module, TI or CorComp Disk Controller (unsure of Myarc compatibility). Optional is a printer.

This program has TE2, Xmodem, and ASCII capabilities. It also includes two unique features not found on ANY other terminal program. A Disk Cataloger and a Delete file option from online mode! The disk cat also has a option to highlight a file on the disk, so the name can be used for up or downloading.

Performance:

The program worked flawlessly in all phases of operation. It could not be crashed by the user in any manner that I tried.

The only complaint is that the program is so large the Buffer space is only 8K. This 8K is used for ALL phases of transfers. But there is a graphical representation on screen to show how large the buffer is at all times in ASCII mode.

But on the other hand the 8K is also used for TEII and XMODEM transfers, so this gives the drives a break!

Ease of Use:

The program has an onscreen help listing(control-7) that can be brought up at any time! Every prompt is in menu choices, so you have a way of backing out of a miscue keystroke. There is a configure file to set up a default file and an auto-dialer file to list your most frequently called numbers and access them using a smart modem! There is also a Disk Cataloge function that allows you to read any disk on screen. Also includ- ed is a Delete file function, from an on or offline mode.

Documentation:

Is FANTASTIC! I could give this program to anyone and they could make connect on the first try! The documentation covers every aspect of the program and then some! The docs alone are worth the price. there is nothing left to the imagination!

Value:

If you do alot of ASCII reading, this program may be cumbersome! But for TE2 or Xmodem it will be a worthwhile investment!

Final6Grade:

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-----  
Performance.....B  
Ease of Use.....B+  
Documentation.....A+  
Value.....A-  
Final Grade.....A-  
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I downrated this program solely on the 8K buffer for ASCII. I realize because of the program size it is impossible to have a larger buffer. Even Fast-Term would have only a 11K buffer if both files (TE2 and Xmodem) were loaded. Also I thought that there should be a mode of operation to dump the buffer when it is full. At least it doesnt erase the buffer like Pterm! Another inconvenience is using ASCII uploading. The program only has a line at a time option There is no provision for send-all of the data automatically!

Ordering Info:

DataBioTics
P.O. Box 1194
Palos Verdes Estates, Ca. 90274
\$19.95(US FUNDS)

A review of Version 4.0 of Mass Transfer, written by Cynthia Becker of the Boston Computer Society for the FLUG January Newsletter. An 80-column version of MASS TRANSFER, (for the Geneve has recently been released-Ed.):

MASS TRANSFER-VER. 4.0 REVIEW

-By Cynthia Becker

By now, most of you have either heard about version 4.0 or have at least used it. If so, then you know that you possess one of the finest pieces of terminal software around these days!

Stu Olson wrote it. He lives in Phoenix, Arizona, is a SysOp on his own BBS, and is a former SysOp of TI-North in Chicago.

I first heard of Mass/Transfer during the summer. I happened to get a copy of version 3.8 from a friend. I tried it, and I liked the feature of being able to dial up a BBS number from a menu! However, this version was lacking in the integrity of the redial feature. I later found out, there were a few bugs in this version. In printing out the documentation, I discovered Stu's BBS number, and decided to give it a call and ask him about the problem directly. He was home when I called and chatted with me at great length. It was then that I learned he had version 3.9 with bugs removed. I promptly d/loaded it, and became a regular caller! Over the course of time, he mentioned some ideas he had for improving the program, and had even implemented some of them in his own copy for personal use. I liked what I heard, and said I would love to try them out. He kindly sent me a proto/type version of 4.0. I was hooked! Up until that time, I had been a staunch user of Fast Term. But now, I was using Mass/Transfer exclusively!

Which brings me to version 4.0 in its completed form. I have never seen anything like it! For openers, it was geared especially for use with PC PURSUIT. Most of us don't like typing in command lines repeatedly, but this is what you had to do once you accessed the local PCP number at log/on. It took two lines of typing: C DIALarea code/baud rate/your id, then your Password, and if the access city line happened to be busy, you had to repeat the procedure all over again! Who needed that, right? Well, Stu didn't like that either, so he incorporated into this new version the ability to set up special files from the PHONEMAKE file. This is the part of the program you MUST run first in order to set up your phone directory and your modem responses. It also creates a file called PHONE, which the program searches for to load when you run the program. Incidentally, the program now accepts modem responses "BUSY" and "NO CARRIER." In setting up the PC/P files, you first have to type in your ID, your PASSWORD, then designate a filename. It is recommended you use the area code slash baud rate like this: DSKN.214/12. The program saves this as a 2 sector D/V 80 file, and includes your ID and PASSWORD. You must do this for each area code. Once you have this, and you have set up your phone directory, you are now ready to use the program.

After you are presented with the main menu, you press (A) for auto/dial. This brings you to the directory menu. You will notice something different here. The selections at the bottom of the screen now read: (D)ial, (R)edial, and (P)C/PURSUIT. To use PC/P you must first dial your local access number. Once you connect and get the @ prompt, you are ready to witness something marvelous! Now, you return to main menu (FCTN 7), press (A)uto/dial from directory, then (P) type in Filename: DSKN.214/12, and the program sends PCP the command lines as though you typed them in! You see the number on screen this way: C 214 dial and it keeps track of how many tries it took to connect. Be sure your monitor volume is turned on, as the program signals you when you connect. It will redial for as many times as it takes to connect with your access city. (10 times per minute!) Once you connect, type in ATZ, pcp sends back OK, then you press FCTN 7, letter (A), then letter (R)edial, select the board you are calling, and you are in business! Believe me, it is fast! And you have more of a chance to get through!

Other features of the program include the ability to toggle data bits; CTRL R takes you through the 3 most used combinations: 8-N-1, 7-E-1, 7-N-1. You will see this at the upper right hand side of the screen. You can also catalog a disk from the main menu, and can do a screen dump from terminal mode. You should first send a CTRL S to the BBS, then press FCTN 9. That's all there is to it. This new version has a new keyscan routine, and many other improved features. Most outstanding still is the XMODEM file transfers. As far as I know, only 2 boards have the support for multi/xmodem file transfers: Stu's board and TI-NORTH. However, some other boards may add that, and it will be great! Oh yes...the keyscan routine...Stu says use of the RIGHT ARROW KEY in terminal mode causes cursor to be advanced as if you had pressed the space bar. Also, the DOWN ARROW key provides linefeeds. You can cancel the auto/dialer by pressing the CTRL / key. And, last but by no means least, this new program will dial two numbers alternately, until you connect with one or the other! Now, that's a nice touch!



I would like to say this in closing: We are very fortunate to have people like Stu writing programs of this caliber. He doesn't get very much in financial remuneration! People use the program (it is fairware), but don't take the time to send the author anything for it, which is a downright shame! Do you realize just how much people pay for software these days? The least we can do is support people like Stu who are continuing to support us and our "orphans" with such fine programs! Where would we be without them? The commercial software companies aren't exactly beating a path to our doors! So, if you use the program and enjoy it half as much as I do, you will send at least the \$10 Stu is asking. That surely isn't too much to ask, is it?

THE FOLLOWING REVIEW MAY BE SOMEWHAT DATED, BUT STILL GIVE AN IDEA OF THE VARIOUS FORMS OF TERMINAL EMULATOR SOFTWARE. THE FAST TERM REVIEW HAD NO BI-LINE, ONLY THE SOURCE STC # SIG010, WHICH I BELIEVE IS NON OTHER THAN SOURCE TI-SYSOP, BLAIN CRANDELL. ALSO, CHARLTON HAS ADDED 80-COLUMN AND ON-LONE DISK DIRECTORY TO THE MORE RECENT RELEASES -ED.

FAST-TERM REVIEW

A TERMINAL EMULATOR WITH XMODEM AND TEII PROTOCOL SUPPORT

-BY BLAIN CRANDELL

When TI first made a modem and software available to 4A users, TE-II as support software was the natural choice. TE-II with its provision for default parameters is well matched for a wide selection of on-line services such as the Source and many bulletin boards so that the neophyte is spared the agony of parity, duplex, start and stop bits.

More importantly, TE-II supports the error free transmission of program files so that successful downloading of programs is guaranteed.

With some experience in communications, the limitations of TE-II also become obvious: Maybe the user wants to upgrade to a faster 1200 baud modem (now available for the TI at under \$200). -TE-II only supports speeds of up to and including 300 baud.

The main objection to TE-II is that it does not effectively use added memory which many of us have installed for communications buffering. After a while it becomes tedious to capture text files one screen at a time and not being able to see what is going on while outputting to disk or printer. Another annoying facet is that TE-II does not support any choice of screen and text color. Unfortunately the default choice selected by TI can be positively blinding during an extended communications session. Many SYSOPS were kind enough to offer "Alter Screen Color" as one of their system menus to compensate for this deficiency.

Recently there has been a lot of activity to offer software that addresses some of the shortcomings of TE-II. Some of these are available commercially (PTERM, AMA-LINK) or can be downloaded from bulletin boards (TE-3, TERMEX, COMM99).

All of these packages have successfully overcome the speed and buffering limitation of TE-II. Capture buffers of up to 24ads is not offered. A serious deficiency for a well rounded communications product. The latest offering in this field is FAST-TERM by Paul Charlton of Charlottesville, Va. Paul has successfully addressed all the problems of TE-II and the second generation text file products.

FAST-TERM not only features the TE-II error checking protocol but alternatively also supplies the XMODEM protocol with either CRC or checksum checking. While TE-II is the more common method for the TI world, it is nice to have XMODEM available for use with those systems where XMODEM is required.

The choice of modem parameters supported is pretty well standard: Speed selectable in usual increments from 110 to 19,200 baud; parity even, odd or none; full or half duplex.

In the choice of output options, FAST-TERM really shines. A printer spooler with a 4K (!) buffer is provided. Printer output can be toggled with concurrent output to the screen.

Another option is a screen dump with also can be toggled.

The mechanics of capturing text files to disk are well thought out: A log file can be opened up by pressing FCNT (B) and a write to file can be triggered either by pressing a function key, or automatically once the capture buffer is full (!) or when quitting the system. Having capture buffer contents written to disk automatically certainly is safer than having to watch for beeps or changes in screen color or watching an on-screen digital counter increment.

The reverse, the transmission of text files, is equally well supported. FAST-TERM fully supports the XON-XOFF protocol to assure that the capture mechanics of the receiving system will not be overrun. In sending text files there is even a choice of sending files in one go or in a line-by-line mode.

As an added benefit, FAST-TERM even supports communications with large mainframes by automatically providing full emulation of the popular Lear Siegler ADM3a terminal. Where FAST-TERM really shines are the many convenience features that are built in. Screen color and text colors can be individually toggled to come up with the combination that is easiest on the eye. FAST-TERM fully supports screen output in either 40 or 80 column mode. This, as all other parameters, can be toggled while the session is underway. While in 80 column mode there are two options for windowing, right to left or left to right. Toggling the window does not clear the screen so that no information is lost.

A "Screen Freeze" provision will stop screen scrolling - important when using a high speed service. There is even a feature to recall screens which have already scrolled off the screen.

Last not least there is an elapsed time counter which can be toggled to give a running record of the time spent logged on to a system. Certainly a convenience if you want to keep from getting carried away while logged on to a system where connect charges are high.

Hardware requirements: Editor/Assembler or Mini-Memory cartridge, disk-controller, 32K memory expansion. To use the printer spooler requires either a TI, AXIOM or CORCOMP interface. The best part about FAST-TERM is that it can be yours for a modest price. Ten dollars (!), a diskette and self-addressed mailer will get you the ready to run program. Source code can be yours if you have a double-sided, double-density drive.

FAST-TERM comes with six pages (DV-80 format) of user notes including a control key reference summary (a must for a program as complex as FAST-TERM.)

*** MICRODOCS FOR FAST-TERM GENEVE -by Walt Howe ***

This documentation explains the differences between the 4A version of Fast-Term and the 9640 version.

Fast-Term Geneve (FTG) runs in 40 or 80 columns on the 9640. It loads in 40 columns, but you can toggle 80-columns if your monitor will support it by pressing ctl-0. It loads a CHARA1 file if available, so if you do not like the character set, substitute another one. Regular 4A CHARA1 files work, even in 80-columns.

The same default file that works for the 4A version works for FTG. Since you can no longer press fctn-shift-anything, FTG works more simply, except, of course, you have to learn some new keypresses. It's worth it!

NEW KEYPRESS	FUNCTION	OLD KEYPRESS
ALT N	Set filename of upload/download file.	FCTN SHIFT N
ALT ,	Send ASCII file of ALT N filename	FCTN SHIFT ,
ALT B	Set filename of text buffer.	FCTN SHIFT B
ALT .	Close text buffer.	FCTN SHIFT .
ALT =	Quits, saving text buffer first.	FCTN =
CTL /	Toggle half/full duplex.	FCTN SHIFT D
CTL N	In half duplex, cancel inverse video.	CTL N
CTL F10	Initiate XMODEM transfers.	FCTN SHIFT X

I don't think you can use TE2 transfers; I never tried! (You won't miss it) FCTN # keypresses are replaced, of course, by the F# keys. FCTN E, S, D, X are replaced by the arrow keys.

THE FOLLOWING COMES HOW TO INHIBIT CALL WAITING FROM DELPHI: (FOR MODEM USERS)-By Mel Myhre

Allan (any anyone else);
I use the following and it as always worked for me: Preface the the number with "1170,". The "1170" tells the phone company computer to turn off the call waiting and any one who calls the number will get a busy signal. The comma is a pause for any Hayes compatible modem as to give the phone company computer time to react and stabilize the line. Try "1170" manually and you will hear approximately 3 tone bursts and then a normal dial tone after a slight pause. Call waiting is restored as soon as the present connection/call is terminated by the phone company computer so it must be reaccomplished for every number dialed. The Phone Files I use are all prefaced by "1170,". I travel extensively and it has always worked for me in the US (they don't have such things overseas yet).

GETTING ON LINE: AN INTRODUCTION TO TELECOMMUNICATIONS
Part Three: Software Packages - Setting Configuration Parameters

By, Fred and Amy Mackey

Eric Ninety Niner Newsletter, JUL-AUG 1987 number 6

Continuing from last month.... There is one more thing you need before you can transfer data between computers - the software or "telecommunications program" designed especially for your computer. This program directs your computer how to use the modem and how to transfer information between the two computers. For the TI-99/4A most telecommunications programs will require 32K memory and either the Editor Assembler or Extended Basic cartridge.

Any two computers using compatible programs can communicate. Compatibility occurs by setting the "configuration parameters" of your telecommunications program to match that of the computer you are calling, or the "host" computer. When you run your telecommunications program, it will ask you to set most or all of the following. (Some programs will automatically set them for you - called "default" - and you will be given the option to change them according to your needs.)

1. Baud Rate - 110, 300, 600, 1200

This is the number of bits per second that can be sent or received. This number is what your modem can handle, the most common being 300 baud.

2. Parity - Odd, Even, None

This is the means for detecting errors which might occur during data transmission. The computer checks to see if the total number of binary 1s (or 0s) for each character is odd or even. This number must be set the same as the host computer. When you logon to the host computer, this and other configuration information will appear on the title screen.

3. Serial Port of Modem - 1 or 2

This number specifies which "port" or plug of the RS232 the modem is connected to.

4. Data Bit - 7 or 8

This is the number of data bits you are going to send for each character. This is set the same as the host computer. (XModem file transfers use 8 data bits, an TEII uses 7.)

5. Printer Device Name - PIO or RS232

This is the peripheral device name of the printer you are using. (You do not necessarily need a printer to run a telecommunications package.)

6. Screen Width - 40 or 80

The screen width used with the TI is 40. However, some software packages will let you use a lesser number to compensate for a monitor or television that "loses" the picture on the left and right margins.

7. Duplex - Full or Half

This controls how characters you type will appear on your screen, and is set according to the host computer. A Full duplex setting causes anything you type to be sent to the host computer, but not to your monitor. The host simultaneously sends it back to your screen. Half Duplex causes whatever you type in to be sent to the host computer, but also displays it on your monitor.

LET'S TALK!!! Now that your program is running, set your modem to originate mode, since the host computer will be set on answer mode. Next, dial the number. When the host computer answers, you will hear a high pitched noise. If you are using an acoustic modem, now is when you place the telephone receiver into the modem coupler. Depending on the host computer, you may need to press <enter> or <ctrl c>, or perhaps do nothing at all to receive the data transmission from the host computer.

But if you're not talking, and you have a problem, like garbage on the screen, more than likely the you set the wrong configuration parameters in your telecommunications program.

- * If you can read most of what is being sent, but it is not on the correct lines, try changing the number of data bits.
- * If the screen displays nothing, try changing the parity.
- * If you see the host's input, but nothing happens when you type, your duplex is wrong.
- * And if all else fails, call Red.

NEXT MONTH: More on How to Use Software Packages

FUTURE ARTICLES: Databases and Bulletin Board Systems; How to Start Your Own BBS.

Making the IBM connection

Mike Wright, Boston Computer Society 12/87

Well, it may sound sacrilegious, but I had a need. I used to be able to scan my eye over copy and typos and literals would leap out of the page. Alas, it looks like advancing age has dulled the senses. So bad has it become that in a recent document I missed a typo in the first line.

As a result, I have recently submitted some of my stuff to a spelling checker. I would like to use Dragonslayer's, but it just doesn't make the grade. So I resort to a spelling checker on a PC (Microsoft Word) or a Unix system. Since I just happen to have a PC sitting next to my TI, I decided to ship over a TI Writer file, load it into Word, and have it checked. Here's what I had to do:

1. Make a cable. The PC end requires a DB-25 female. The TI end requires a DB-25 male. Connect:

TI IBM

1 1
2 2
3 3
6 20
7 7
20 6

Note that you would usually cross pins 2 and 3 (TXD and RXD). But TI and IBM assigned them differently so they must be wired straight through.

2. Now load up a comm program on the PC. I used Crosstalk XVI. Issue the command GO LOCAL. The PC is now listening at the RS232 port.

3. On the TI I keyed in and ran this simple Xbasic program:

```
100 OPEN #1:"RS232.BA=9600".OUTPUT
110 OPEN #2:"DSKn.FILENAME",DISPLAY,
    VARIABLE 80, INPUT
120 LINPUT #1:A$ 130 IF EOF(1) THEN CLOSE #1::
    CLOSE #2:: STOP
140 PRINT #1:A$ :: GOTO 120
```

Once the file is stored on the PC disk, load it into Word and use Library Spell to check it.

Variations on the theme include a plethora of comm programs for the PC, for example, Procomm. You can also fire up Fast-Term, or an equivalent, on the TI.

That was how I transferred files up to a few weeks ago. But, thanks to Mike Dodd, I have eliminated the wiring and now simply copy the TI file directly to a PC disk using PC Transfer. What a useful program.

Taken from 1/98, December 99
Byte-Line
Auto-Dialer

If you have a "smartmodem", one that will use the Hayes commands, you can instruct "FAST-TERM" to automatically dial your BBS, give your ID# and then respond with your password. You are then logged on to the BBS of your choosing and at the ease of keystroke or two. (3 or 4 actually)

First you must create a file with TI-Writer or one of the clones. Depending on the particular BBS and how many prompts they ask you, will affect the number of lines in the file. The following instructions will apply to our own BBS, but once you understand how this works it will be easy to create files for any BBS that you are using on a regular basis. The instructions here also apply to my Avatex 1200hc and may need a change or two for a different modem.

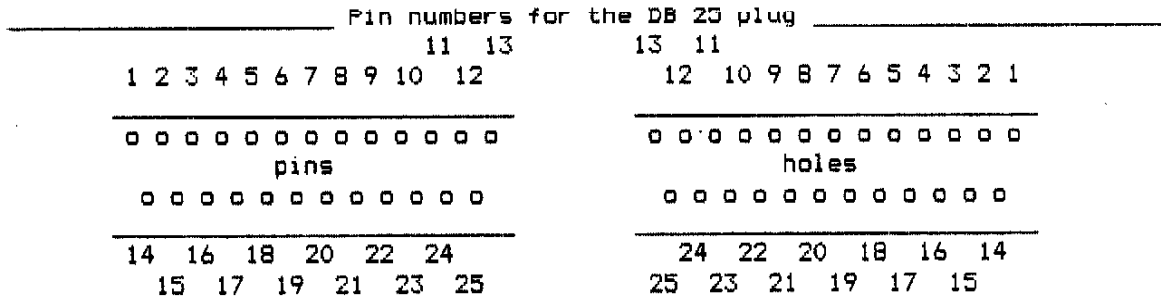
Enter the 1st line: AT
2nd line: ATDT2336804
3rd line: (blank line)
4th line: Your ID#
5th line: Password

Save this file. (you can actually put it on the FAST-TERM disk) using this procedure. Do not use (S)ave (F)ile, rather use (P)rint (F)ile PF. Enter the device name as C DSKn.P where n = the drive number in which you have your FAST-TERM disk. The "C" prior to the DSKn.P will remove the carriage returns and TI-Writer data from your output file so that it will work as required. It will not work if you save your file with (S)ave (F)ile or SP. You can name your file anything you want. The "P" shown here is just an example. For instance you may have a number of different BBS's that you communicate with. You would need to have a different file for each of them.

Now let's put this procedure to work. Load up FAST-TERM and when loaded enter your defaults according to your modem. Next, enter FCTN N and respond with the Disk drive your file is on and the name of the file. Then Press FCTN , and answer (Y)es indicating that you wish to send a file line-by-line. Now hit the spacebar and the first line (AT) is sent to the modem, a second press of the spacebar dials the number and presto you are connected to the BBS. Our BBS now goes through preliminary informative messages pertaining to the working of the board and finally asks you to press any key to continue. That is the reason for the blank line in your file.

Now press the spacebar again and the BBS will ask for your ID#. Another press and a request for your PASSWORD. A final press and you are ready for anything you want to do on the board.

EIA RS-232C SERIAL COMMUNICATIONS STANDARD
 for Data Communication Equipment - DCE
 and Data Terminal Equipment - DTE



RS232 SIGNALS DEFINED for DTE

					x 1 (AA) Gnd protective ground
Secondary TX (SBA)	14	lo			
					o 2 (BA) TX transmitted data DTE->DCE
DCE Transmit Timing (DB)	15	ii			
					i 3 (BB) RD received data DCE->DCT
Secondary RD (SBB)	16	ii			
					o 4 (CA) RTS request to send
DCE Receive timing (DD)	17	ii			
	18	ix			i 5 (CB) CTS clear to send
					i 6 (CC) DSR data set ready
Secondary RTS (SCA)	19	lo			
					x 7 (AB) Gnd signal ground
Data terminal ready DTR (CD)	20	lo			
					i 8 (CF) CD carrier detect
Signal quality detector -- (CG)	21	ii			
					x 9 + voltage
Ring indicator -- (CE)	22	ii			
					x 10 - voltage
Data rate selector CH-DTE, CI-DCE	23	lo,i			
					x 11
DTE Transmit timing (DA)	24	lo			
					i 12 (SCF) Secondary Carrier Detect
	25	ix			
					i 13 (SCB) Secondary CTS

FOR DCE: lines 2 and 3, and the i=input and o=output roles are reversed

Typical DTE units: Printers, Video Display Terminals, many computers
 Typical DCE units: most Modems, some computers (including TI99)

CONNECTIONS

Opposite devices (DTE to DCE) use straight through wiring.
 Similar devices (DCE to DCE) use crossed wiring (NULL MODEMS).

Full Handshake		Some typical null modems		Min Handshake																							
1	2	3	4	5	6	8	20	7	1	2	3	4	5	6	8	20	7	1	2	3	6	20	7	1	2	3	7
																											<---
																											if all
																											other lines
																											connected -
																											this is
																											called:
																											"SEMI NULL"

TIPS FROM THE TIGERCUB #24 (cont.)

```

S1$(15)
130 DATA 196,220,247,262,294
,330,349,392,440,494,523,587
,659
140 FOR J=4 TO 16 :: READ S1
J):: NEXT J :: FOR SET=2 TO
14 :: CALL COLOR(SET,1,1)::
NEXT SET :: CALL SCREEN(2)
150 DATA 00,10,24,3C,42,5A,6
6,7E,81,99,AS,BD,C3,D9,E7,FF
160 FOR J=1 TO 16 :: READ A0
(J):: NEXT J
170 FOR CH=40 TO 136 STEP 8
:: FOR L=1 TO 4 :: X=INT(160
RND+1):: B0=B0+A0(X):: C0=A0
(X)&C0 :: NEXT L
180 S0(CH/8-4)=B0&C0 :: CAL
L CHAR(CH,B0&C0):: GOSUB 350
:: B0=NULL :: C0=NULL :: NE
XT CH
190 FOR J=1 TO 12 :: FOR L=1
TO 6 :: X=CHR$(INT(130RND+
5)+8):: B0=B0&X&X :: C0=X0
&X&C0 :: NEXT L
200 S0(J)=B0&C0 :: B0=NULL ::
C0=NULL :: NEXT J :: CALL
MAGNIFY(2)
210 FOR J=1 TO 12 :: DISPLAY
AT(J,3):S0(J):: NEXT J :: X
=1 :: FOR J=13 TO 24 :: DISP
LAY AT(J,3):S0(J-X):: X=X+2
:: NEXT J :: CALL DELSPRITE(
ALL):: FOR D=1 TO 200 :: NEX
T D
220 DATA 1,11,7,1,9,7,2,7,4,
2,4,7,1,7,4,1,4,8,1,4,9,1,4,
10,2,11,7,2,7,11,2,11,7,2,9,
4
230 DATA 2,12,5,2,5,12,3,12,
7,1,11,7,3,12,5,1,11,7,1,12,
5,1,13,4,1,14,5,1,15,10
240 DATA 6,16,7,1,14,9,1,11,
7,6,14,4,1,11,7,1,9,4,6,11,6
,1,8,6,1,9,7,6,7,4
250 DATA 1,11,7,1,13,4,2,14,
9,2,16,11,3,15,4,1,14,9,2,12
,10,4,14,10,2,12,7,6,15,10,2
,12,8
260 DATA 6,15,6,1,11,6,1,13,
4,2,14,9,2,16,14,3,15,11,1,1
4,9,2,12,10,2,13,7,3,14,10,1
,12,10
270 DATA 2,11,7,2,9,4,3,14,9
,1,9,5,2,9,4,4,8,4,2,9,4,6,7
,4,2,9,4,6,8,4,2,12,5
280 DATA 2,11,7,2,9,4,3,14,7
,1,16,7,2,15,10,4,14,9,2,9,4
,6,7,4,2,9,4,6,8,4,2,12,10
290 DATA 2,11,7,2,9,4,3,16,1
,1,14,9,2,15,4,2,14,7,2,14,

```

```

9,6,14,11
300 FOR N=1 TO 96 STEP 3 ::
READ T,A,B :: CALL COLOR(A-2
,A-2,1):: CALL COLOR(B-2,B-2
,1):: FOR TT=1 TO T :: CALL
SOUND(-999,S(A),0,S(B),5)::
NEXT TT
310 CALL COLOR(A-2,1,1):: CA
LL COLOR(B-2,1,1)
320 NEXT N :: RESTORE 220 ::
FOR N=1 TO 252 STEP 3 :: RE
AD T,A,B :: CALL COLOR(A-2,A
-2,1):: CALL COLOR(B-2,B-2,1
):: FOR TT=1 TO T :: CALL SO
UND(-999,S(A),0,S(B),5):: NE
XT TT
330 CALL COLOR(A-2,1,1):: CA
LL COLOR(B-2,1,1)
340 NEXT N :: FOR J=5 TO 30
:: CALL SOUND(-999,S(A),J,S(
B),J):: NEXT J :: RESTORE 22
0 :: FOR CH=40 TO 136 STEP 8
:: GOSUB 350 :: NEXT CH ::
GOTO 190
350 CALL MAGNIFY(1):: CALL S
PRITE(0CH/8-4,CH,130RND+3,20
0,120,-30,RND*20-RND*20):: R
ETURN

```

The Home Computer Magazine, Vol. 4 No. 3, had a program called Elementary Addition and Subtraction, which generates random numbers between 1 and 5 for elementary math practice.

The first time I tried it, it asked me for the answer to 1 + 1. When I answered correctly, it produced another random problem - 1 + 1 again!

This is known as the idiotic computer syndrome, and it helps us to remember that our computers are still no smarter than their programmers!

Fortunately, this bit of idiocy is easy to cure. Try this -

```

100 RANDOMIZE
110 X=INT(51RND+1)
120 IF X=X2 THEN 110
130 X2=X
140 PRINT X;
150 GOTO 110

```

Do you see how it works? The first time you

get a number, X2 will equal 0 because it has never been given a value. X will be selected as a number between 1 and 5. Let's suppose it is 2. Line 120 compares it with X2; 2 is not equal to 0, so the program continues to line 130, where X2 now picks up the value of 2, then on to print the value, and back to 110. Now, suppose that the random factor in line 110 picks 2 again. Line 120 finds that 2=2, X=X2, and sends the program back to 110 to pick a different number.

If you want to avoid a repeat until after two times, change line 120 to read 120 IF (X=X2)+(X=X3)THE N 110 and add a line 125 X3=X2.

For a longer series without repeating, it might be better to use this method.

```

100 A$="ABCDEFGHJ"
110 FOR J=1 TO 10
120 RANDOMIZE
130 Y=INT(RND*LEN(A$)+1)
140 X=ASC(SEG$(A$,Y,1))-64
150 A$=SEG$(A$,1,Y-1)&SEG$(A
$,Y+1,LEN(A$))
160 PRINT X
170 NEXT J
180 GOTO 100

```

That will give you a random series of 1 through 10 and then repeat with a different random series. Adjust the number of letters in the string A\$, and the corresponding "TO" value in 110, for whatever you require.

Several newsletters recently have published articles on the "program that you never run" - because it consists entirely of REM statements!

For instance, you can keep a list of the members of your users group, using their membership number for the program line number,

followed by REM (or ! in XBasic) and their name and address. For a printed list, just LIST the program to the printer. To change someone's address, or to delete a deadbeat who doesn't pay his dues, just edit the program. You can also LIST the program to disk to create a DIS/VAR 00 file which you can then load into TI-Writer and use its editing features, FindString, etc.

The same method can give you a tickler file, or appointment calendar, which is just as good as some rather complex disk filing programs written for this purpose. Just use the month number (1-12) and date (always in two digits, 01-31) for the line number - 1000 !buy birthday pres sent for wife!

```

1000 !wife's birthday!
1010 !apologize to wife for
forgetting birthday

```

You can schedule several things in one program line -

```

1011 !get haircut/change oil
in car/pinch secretary.....
- but it might be better
to add an extra digit (0-9)
to the line number and
schedule separately -
10110 !get haircut
10111 !change oil

```

Then, if something doesn't get done, just use the REBO key to change the line number and reschedule it for another date. You can print out a list of the day's chores by simply LIST *P10*:7010-7019 (did you know you could do that?)

MEMORY FULL IN LINE 470

- Jim Peterson

TIPS FROM THE TIGERCUB

#25

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The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for just \$15.00 postpaid!

Nuts & Bolts is a diskfull of 100 (that's right, 100!) XBasic utility subprograms in MERGE format, ready for you to merge into your own programs. Contents include 13 type fonts, 14 text display routines, 12 sorts and shuffles, 9 data saving and reading routines, 9 wipes, 8 pauses, 6 music, 2 protection, etc., and now also a tutorial on using subprograms, all for just \$19.95 postpaid!

And I have about 140 other absolutely original programs in Basic and XBasic at only \$3.00 each!(plus \$1.50 per order for cassette, packing and postage, or \$3.00 for diskette. PPM) I will send you my descriptive catalog for a dollar, which you can then deduct from your first order.

Many of the users groups are taking a summer break, so I thought I would do the same. I'm going to mail out the July and August issues of the Tips in June (imagine, a TI publication

AHEAD of schedule!!) and then go fishing. However, if anyone should by any chance decide to send me an order during the summer, they will still get my same-day service.

It seems that I had better clear up a few misunderstandings. The "freeware" offers I have mentioned in past Tips are NOT available from me - send your disk and returnable mailer AND RETURN POSTAGE to the author of the program.

And, my copyrighted Tigercub Software programs are NOT freeware. They can only be legally obtained by mail order from me - if you copy them from anyone else, you are stealing!

As for the programs which I write and publish or distribute without copyright; they are also not Freeware, they are FREE. I don't want to be paid for them, and I don't think anyone else should be paid for them.

Some users groups are putting my copyrighted programs, and those of other programmers, in their software library, "for use but not copying" or "for review and evaluation only". Who do you think you're kidding? I know I won't sell any software to members of pirate clubs, so why should I support them?

If you didn't solve the Long Division Puzzle in Tips #24, try dividing 230709 by 835. As for the solution to the Tigercub Challenge, it was right on the same page! Try creating those DATA statements with the LINewriter routine. I don't know why it works, but it does.

I've been asked to print more information on the "program that writes a

program". I don't have room for a detailed account, but here are the basics. If you tried my TOKENLIST routine in Tips #23 you already have a list of the token codes you will need.

I won't go into the way that the computer squishes a program line number into only two characters, but you can accomplish it with DEF L%=CHR\$(INT(LN/256))&CHR\$(LN-256*INT(LN/256)), where LN has been predefined as the value of the line number.

If you need to refer to a program line in a statement, as in GOTO 500, use DEF R%=CHR\$(201)&CHR\$(INT(RN/256))&CHR\$(RN-256*INT(RN/256)), RN being the line number.

To print a statement or command, simply print its token character. For instance, the token for DATA is 147, so you would print CHR\$(147). Note that all the punctuation marks used in programming, such as (and +, are also represented by token codes which are NOT the same as their keyboard ASCII value.

To print a variable name, either numeric or string, just enclose it in quotes, "A" or "A\$".

To print a value, or an unquoted string (as in a DATA statement), or the word which follows a CALL, you must print CHR\$(200) followed by a token giving the number of characters to follow, such as CHR\$(5) for a 5-character word such as CLEAR, then the value in quotes. For instance, the token for CALL is 157, so CALL CLEAR is CHR\$(157)&CHR\$(200)&CHR\$(5)&"CLEAR".

You can simplify that by predefineding DEF U\$(V%)=CHR\$(200)&CHR\$(LEN(V%))&V%, and then simply print CHR\$(157)&U\$("CLEAR").

A quoted string is handled in the same way

except that it is preceded by token 199 instead of 200, so you can predefined it as DEF Q\$(V%)=CHR\$(199)&CHR\$(LEN(V%))&V% - the computer will take care of the quote marks.

Each program line must end with CHR\$(0), and the last record you print must be CHR\$(255)&CHR\$(255).

A MERGE format file is D/V 163, so open the file with OPEN #1:"\$SKI.MERGEFILE", VARIABLE 163.

Don't print more than 163 characters in a record or the computer will blow its mind! You can print multiple-statement XBasic lines, but be sure to use the double-colon token CHR\$(130) as the separator, not two of the CHR\$(101) colon tokens.

Any errors you make will usually not show up until you try to MERGE or use the program you have created. I/O ERROR 25 means that you forgot the final 255 & 255; DATA ERROR or SYNTAX ERROR probably means that you left off a CHR\$(0) or gave the wrong count of characters after CHR\$(200).

Here's a bit of psychedelic blues - -

```
100 REM - FRANKIE & JOHNNIE
      by Jim Peterson
110 DIM S(12)
120 CALL SCREEN(2)
130 FOR R=1 TO 12
140 CALL COLOR(R+1,1,1)
150 FOR T=R TO 25-R
160 CALL MCHAR(T,R,32+R*8,34-2*R)
170 NEXT T
180 NEXT R
190 DATA 262,294,311,330,349
      ,392,440,494,523,587,40000
200 FOR N=1 TO 11
210 READ S(N)
220 NEXT N
230 FOR J=1 TO 110 STEP 2
240 CALL COLOR(A+1,1,1)
250 READ T,A
260 CALL COLOR(A+1,A+2,A+2)
```

```

270 FOR TT=1 TO T
280 CALL SOUND(-999,6(A),0)
290 NEXT TT
300 NEXT J
310 RESTORE J30
320 GOTO 230
330 DATA 2,1,2,2,2,4,2,7,1,1
1,1,7,2,6,4,4,2,1,1,11,13,1
340 DATA 2,1,2,2,2,4,2,7,1,1
1,1,7,2,6,4,4,12,1
350 DATA 1,1,3,1,2,5,2,6,2,
7,2,9,1,11,8,9,2,18,4,7,1,9,
1,11,7,9
360 DATA 4,7,2,8,2,9,1,11,3,
9,1,11,1,9,4,8,2,7,6,6
370 DATA 4,4,1,11,3,4,4,3,16
,2,1,11,4,7,2,6,4,7,4,6,20,1
,8,11

```

You can too have a blank space in your disk filenames! Just use FCN V for the blank, instead of the space bar. You can even have a diskfull of 10 programs with invisible filenames consisting of 1 to 10 of those FCN V's.

However, those invisible characters can do strange things when you list your disk catalog to a printer.

If you want to INPUT a string with leading and/or trailing blanks, just enclose the whole works in quotation marks. Try this -

```

100 INPUT A$ :type TEST
110 PRINT A$:LEN(A$)
120 INPUT A$ :type " TEST "
130 PRINT A$:LEN(A$)
140 GOTO 100 :you can even
input a blank string of 136
characters

```

I really shouldn't tell you this, but if you want to make it difficult for someone to LIST your program, just insert a garbage line, every 5th line or so until you run out of memory, consisting of REM followed by 4 or 5 lines of random characters typed with the CTRL key held down.

Here's a program that

can actually read your mind!

```

100 CALL CLEAR
110 PRINT "TIGERCUB MIND READER PROGRAM": :
120 PRINT "I'll bet you a dollar I can guess what you are thinking.": :
130 GOSUB 440
140 PRINT "And I'll bet another dollar I can tell if what you are thinking is correct.": :
150 GOSUB 440
160 PRINT "And I'll bet another dollar I'm right BOTH times.": :
170 GOSUB 440
180 PRINT "And I'll bet one more dollar I can guess what you'll be thinking a minute from now.": :
190 GOSUB 440
200 PRINT "OK....": :
210 GOSUB 400
220 PRINT "You're thinking that a computer can't possibly know what you are thinking.....right?": :
230 GOSUB 400
240 PRINT "So I told you what you were":"thinking.....right?": :
250 GOSUB 400
260 PRINT "You owe me a buck.": :
270 GOSUB 400
280 PRINT "And you're absolutely right..I can't read your mind.": :
290 GOSUB 400
300 PRINT "So I told you correctly that":"what you were thinking was":"correct.....right?": :
310 GOSUB 400
320 PRINT "You owe me another buck.": :
330 GOSUB 400
340 PRINT "So I was right 80 TH times...right?": :
350 GOSUB 400
360 PRINT "That makes three bucks you owe me.": :
370 GOSUB 400
380 PRINT "And now it's a minute later":"and you're thinking you've":"been played for a sucker....":"...right?": :

```

```

390 GOSUB 400
400 PRINT "...so you owe me four bucks.": :
410 GOSUB 400
420 PRINT "NEVER NEVER bet against a computer!! "
430 END
440 PRINT "Want to bet? Type Y(Yes)": :
450 CALL KEY(3,K,ST)
460 IF (ST=0)+(K<>89)THEN 450
470 RETURN
480 FOR D=1 TO 800
490 NEXT D
500 RETURN.

```

Since the manual doesn't mention it, some folks don't know that you can use IMAGE and PRINT USING for output to the printer. Try this -
100 OPEN #1:"PIO"
110 INPUT "NAME? ":N\$
120 INPUT "AMOUNT? ":A
130 PRINT #1,USING "#####.##":N\$,A
GOTO 110

Of course, you could also add a line -
105 IMAGE "#####.##"
And change line 130 to
130 PRINT #1,USING 105:N\$,A

John Taylor has written the most complete and versatile SPRITE BUILDER utility program that I have ever seen. It has 22 different options available with a single key press, including rotation and animation. And along with it comes a diskfull of preprogrammed sprites designed by a professional artist. This is being distributed as Freeware. Send two single-sided or one double-sided disks to John Taylor, 2170 Estaline Drive, Florence AL 35630, in a returnable mailer WITH RETURN POSTAGE, at least - and I hope you'll also include something more!

Attention, assembly programmers! Fred Hawkins of the Lehigh U6 is trying to coordinate a project of documenting the operating system by breaking the console ROM down to pages of 256 bytes so that each individual or group can work on just one page. Only those who participate will share in the results! All this is far beyond me, but if you want in, send an SASE and a SSSD disk with return postage and mailer to Fred Hawkins, 1020 N 6th St, Allentown PA 18102 - soon!

If you have a program on disk which is so long that you must type CALL FILES(1) before you can load it, add several program lines to it consisting of REM and any key you want to hold down for 5 lines. Then SAVE it back to the disk; it will now be in INT/VAR 254 format and will load without CALL FILES(1). If you then need sometime to make a cassette copy, just delete those lines and SAVE it back to disk again.

If a program loads, but gives you a MEMORY FULL IN LINE ... when you try to run it, it has used up all available memory while reading DATA into arrays or performing other internal calculations. If it runs for some time and then gives you the MEMORY FULL message, it is because you have repeatedly jumped out of a FOR...NEXT loop with an IF...THEN...GOTO before the loop is completed. This rarely happens but it can, especially when you repeatedly jump out of the innermost of several nested loops.

MEMORY FULL

Jim Peterson

MORE TI-WRITER TRICKS

*Aloha 99/4A 12/87
Honolulu, Hawaii*

Thanks to Jim Peterson in his tips #26 for the information and the idea for these tricks for use in the EDITOR: On page 139 of your GEMINI-10X USERS MANUAL it mentions "Other Function Codes", which Jim explains is a way to tell your printer to print the special characters built into it. To print those characters shown below in parenthesis, enter CTRL U FCTN R CTRL U SHIFT > followed by the character in the last column. For example, to print a left arrow enter CTRL U FCTN R CTRL U SHIFT > &. To stop this feature, enter CTRL U FCTN R CTRL U SHIFT #. The columns listed are: Gemini ASCII code, constant of 128, TI-WRITER ASCII code, printer character, and character to enter.

160 - 128 = 32 = (J) = "	161 - 128 = 33 = (K) = !
162 - 128 = 34 = (L) = "	163 - 128 = 35 = (N) = #
164 - 128 = 36 = (+) = \$	165 - 128 = 37 = (+) = %
166 - 128 = 38 = (+) = &	167 - 128 = 39 = (+) = '
168 - 128 = 40 = (o) = (169 - 128 = 41 = (^) =)
170 - 128 = 42 = (*) = *	171 - 128 = 43 = (P) = +
172 - 128 = 44 = (4) = ,	173 - 128 = 45 = (o) = -
174 - 128 = 46 = (+) = .	175 - 128 = 47 = (O) = /
176 - 128 = 48 = (E) = 0	177 - 128 = 49 = (A) = 1
178 - 128 = 50 = (+) = 2	179 - 128 = 51 = (e) = 3
180 - 128 = 52 = (c) = 4	181 - 128 = 53 = (r) = 5
182 - 128 = 54 = (o) = 6	183 - 128 = 55 = (s) = 7
184 - 128 = 56 = (X) = 8	185 - 128 = 57 = (g) = 9
186 - 128 = 58 = (s) = :	187 - 128 = 59 = (x) = ;
188 - 128 = 60 = (t) = <	189 - 128 = 61 = (J) = =
190 - 128 = 62 = (X) = >	191 - 128 = 63 = (+) = ?
192 - 128 = 64 = (A) = @	193 - 128 = 65 = (a) = A
194 - 128 = 66 = (c) = B	195 - 128 = 67 = (z) = C
196 - 128 = 68 = (3) = D	197 - 128 = 69 = (M) = E
198 - 128 = 70 = (*) = F	199 - 128 = 71 = (.) = G
200 - 128 = 72 = (+) = H	201 - 128 = 73 = (S) = I
202 - 128 = 74 = (E) = J	203 - 128 = 75 = (e) = K
204 - 128 = 76 = (w) = L	205 - 128 = 77 = (X) = M
206 - 128 = 78 = (z) = N	207 - 128 = 79 = (H) = O
208 - 128 = 80 = (y) = P	209 - 128 = 81 = (A) = Q
210 - 128 = 82 = (d) = R	211 - 128 = 83 = (U) = S
212 - 128 = 84 = (e) = T	213 - 128 = 85 = (N) = U
214 - 128 = 86 = (a) = V	215 - 128 = 87 = (s) = W
216 - 128 = 88 = (U) = X	217 - 128 = 89 = (P) = Y
218 - 128 = 90 = (S) = Z	219 - 128 = 91 = (e) = [
220 - 128 = 92 = (d) = \	221 - 128 = 93 = (e) =]
222 - 128 = 94 = (K) = ^	223 - 128 = 95 = (f) = _
224 - 128 = 96 = () = '	225 - 128 = 97 = (a) = a
226 - 128 = 98 = (a) = b	227 - 128 = 99 = (r) = c
228 - 128 = 100 = (e) = d	229 - 128 = 101 = (u) = e
230 - 128 = 102 = (r) = f	231 - 128 = 103 = (r) = g
232 - 128 = 104 = (L) = h	233 - 128 = 105 = (E) = i
234 - 128 = 106 = (S) = j	235 - 128 = 107 = (P) = k
236 - 128 = 108 = (r) = l	237 - 128 = 109 = (E) = m
238 - 128 = 110 = (J) = n	239 - 128 = 111 = (S) = o
240 - 128 = 112 = (r) = p	241 - 128 = 113 = (r) = q
242 - 128 = 114 = (r) = r	243 - 128 = 115 = (r) = s
244 - 128 = 116 = (r) = t	245 - 128 = 117 = (l) = u
246 - 128 = 118 = (r) = v	247 - 128 = 119 = (r) = w
248 - 128 = 120 = (+) = x	249 - 128 = 121 = (+) = y
250 - 128 = 122 = (+) = z	251 - 128 = 123 = (P) = {
252 - 128 = 124 = (A) =	253 - 128 = 125 = (r) = }
254 - 128 = 126 = (b) = ~	255 - 128 = 127 = () =

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