

THE GUILFORD 99' ER NEWSLETTER

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DECEMBER

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OUR NEXT MEETING

DATE: DECEMBER 3, 1985
TIME: 7:00 P.M.
PLACE: Glenwood Recreation Center
2010 S. Chapman St.

PRESIDENT'S COLUMN

This column finishes out my term in office and I would like to take this opportunity to thank everyone for making everything go as smoothly as it has for the past year. I wish the new administration all of the best for the coming year.

Just a couple of items that need to be mentioned this month. First, don't forget that most of you will owe your annual dues at the January meeting.

Second, we have entered into an exchange agreement with MICROpendium and we will be re-printing items from their 40-60 page magazine from time to time. If you are not currently a subscriber, it is well worth the \$15.00 per year subscription price. Be sure to mention your affiliation with our Users' Group when you subscribe. That goes for ordering other products as well.

The meeting for December will be devoted to "the sounds of the season". If you have any programs that are related to the holiday season, bring them in to the meeting. We hope to see all of you at the December meeting!!

Bob Carmany

PROGRAMMING TIPS

If you have one of the file conversion programs like XLATE or a similar programs that will take a program written with TI-Writer or TK-Writer and turn it back into a RUNnable program, here is a "little known" tip. Let's say that you have spent some long hours typing in a program only to find that you have many, many errors in it. You have decided to use the extensive editing powers of TI-Writer but the program was typed in normally from the keyboard. You have to change the program format to a DIS/VAR 80 format so that you can use TI-Writer. Well, here is the solution.

First, load the program into memory as you normally would. Put the disk that you would like the TI-Writer file to reside on in one of your disk drives. Then, type in the following:

LIST "DSKx.filename"

The "x" will be the number of the drive with the destination disk in it and the filename will be your choice for the destination filename. You will find the program will be SAVED as a DIS/VAR 80 file suitable for TI-Writer editing.

When you are through editing the program, it can be converted back with one of the many file conversion programs like XLATE.

Bob Carmany

TI SHOPPER

With Christmas rapidly approaching, you might need some "stocking stuffers" for your TI. The price of the modules has dropped drastically in the past several months and you can find some real bargains out there. Check TENEX, UNISOURCE, and TEX-COMP for the best competitive prices but these are generally between \$4.95 and \$5.95 in one of the catalogues.

The titles include: MOONMINE, SNEGGIT, MUNCHMOBILE, BIGFOOT, MASH, RETURN TO PIRATES ISLAND, JAWBREAKER, SLYMOIDS, BURGERTIME, TI INVADERS, MUNCHMAN, CHISHOLM TRAIL, PARSEC, ADVENTURE, MUSIC MAKER, WEIGHT CONTROL, ADDITION AND SUBTRACTION, DIVISION 1, HOME FINANCIAL DECISIONS, TAX INVESTMENT RECORDS KEEPING, HOUSEHOLD BUDGET MANAGEMENT, PERSONAL REAL ESTATE, EARLY LEARNING FUN, BEGINNING GRAMMAR, NUMBER MAGIC, MILLIKAN FRACTIONS, MILLIKAN NUMBER READINESS, MILLIKAN LAWS OF ARITHMETIC, MILLIKAN EQUATIONS, MILLIKAN FORMULAS, HUNT THE WUMPUS, VIDEO GAMES 1, TOMBSTONE CITY, CAR WARS, ALPINE, THE ATTACK, BLASTO, and others.

Most of the other titles that were produced are from \$9.95 to \$15.95.

Editor-Assembler is available for \$19.95 from TEX-COMP and any of the Miller's Graphics programs are well worth the \$19.95 price tag.

The Navarone WIDGET (Cartridge expander) is \$24.95 in some catalogues as are the PROSTICK II joysticks from NCWPORT CONTROLS.

There are hundreds and hundreds of software and hardware items available this holiday season. Extended Basic for \$49.95 (the original), The enhanced

version from Germany for \$98.00 are two other possibilities. Of course, GRAM KRACKER is on many of the Christmas "wish lists".

The list of products for the TI seems to be almost endless!

MYARC is introducing a new TI-compatible "mystery machine" at the Chicago TI-Faire. It has 256K RAM and 64K video RAM and is capable of addressing 2 megabytes of main memory, according to the manufacturer. It supports three display modes and has two monitor options (RGB and composite). It is expandable through the TI PEB. No price has been quoted on this machine.

Well, that about does it for this month. Remember those "stocking stuffers".

As I was preparing to wrap this column up, I inadvertently came across a copy of the DAK Industries Winter catalogue. Once again, buried within its pages are some outstanding bargains. They have the Gorilla Banana printer advertised for \$89.00 in either parallel or serial interfaces. Although it doesn't have true descenders, at that price it is a real deal. They also have the Hayes 1200 Baud modem advertised for \$169.00 which is the best price around. The Silver Reed EXP 400 daisy-wheel printer with a parallel interface is \$199.00 in the same catalogue as is the Olivetti ink jet, plain paper printer (110 CPS) and a parallel interface. Their address is: DAK Industries, 8200 Remmet Ave, Canoga Park, CA 91304 and the toll-free order line is 1-800-325-0800 and it is open 24 hours a day. Incidentally, they accept both Visa and Mastercard.

Bob Carmany

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GRAM KRACKER --- UPDATE

This is an update on the GRAM KRACKER from Miller's Graphics. This information is gleaned from the latest promotional release on the "now available" product.

The GRAM KRACKER is a 4 inch by 6.5 inch by 1 inch unit that plugs into the Module port on the 9/4A and includes a port to plug modules into. It comes configured as a 56K unit but it is user expandable to 80K. It also includes an additional 8K of preprogramming that displays the following menu:

1. Load Module
2. Save Module
3. Init Module Space
4. Load/Save Console
5. Edit Memory

1. Load Module: Loads any module or Basic program saved to disk or cassette with selection 2 (Save Module). The module loading and UTIL1 type file loading can automatically be chained together with a built in GRAM KRACKER option. This means that you can load all of the Module space (56K) plus all of the memory expansion (32K) with this loader by typing in 1 file name!

2. Save Module: Saves the contents of any module plugged into the GRAM KRACKER module port to disk or cassette. To save a module, simply plug it into the Module port, select 2 and type in the filename to save it to. If you are saving it to disk, the GRAM KRACKER will automatically check the diskette to make sure there is enough free space on it for the module.

3. Init Module Space: Clears out the GRAM KRACKER's Module Ram and GRAM.

4. Load/Save Console: Pages in the following menu:

1. Load Console
2. Save Console
3. GROM/GRAM 0
4. GROM/GRAM 1
5. GROM/GRAM 2

which allows you to load and save the Optional Console GRAMs, that can be switched in and out to override GROMs 0,1, 2, that are built into the console.

5. Edit Memory: Brings up a full screen memory editor similar to the Explorer's editor. This editor also allows you to Move Blocks of memory from anywhere to anywhere. The memory Editor requires Expansion Memory.

Besides the built in software, the GRAM KRACKER also comes with a diskette that includes the following:

1. A utility that allows you to write Basic programs that can be stored and executed in the Module Space. It means the your Basic program will appear on the normal TI menu as a selection and it can be directly executed with the press of a key!

2. A utility to add some new CALLs to Extended Basic.

3. A utility to move the Editor/Assembler and TI-Writer programs to different GRAMs to allow you to load more than 1 module at a time into the GRAM KRACKER.

4. A utility that will modify the Editor/Assembler in the GRAM KRACKER so that it functions as a GRAM disk for the EDIT1, ASSM1, and ASSM2 files.

5. A utility that will modify the TI Writer in the GRAM KRACKER so that it functions as a GRAM disk for the EDITA1, EDITA2, FORMA1, FORMA2, and CHARA1 (optional) files.

```

100 : *****
110 : *   CATASCRIBE   *
120 : *   JIM O'NEIL   *
130 : *****
140 :
150 : EDITED BY R.M. CARMANY
160 :
170 : RUN IN X BASIC & 32K
180 : PRINT FILE FROM TEXT
190 : FORMATTER TI-WRITER
200 :
210 : *WARNING* PROGRAM MAY
220 : RUN FOR SEVERAL HOURS
230 : BASED ON NUMBER OF
240 : FILES ON YOUR DISKS:
250 : LIMIT=625 FILES ON
260 : 50 DISKS
270 :
280 : *WARNING* BE SURE THAT
290 : DISKS CONTAIN NO
300 : LISTING ERRORS;
310 : CHECK WITH PROGRAM ON
320 : PAGE 41, DOC.PHP1240
330 :
340 G$="FIRST" :: CALL CLEAR
350 OPTION BASE 1 :: DIM DNM$(50),DDTA(50,2),PNM$(625),PDTA(625,4),TYPE$(5)
360 FOR X=1 TO 5 :: READ DTA$ :: TYPE$(X)=DTA$ :: NEXT X
370 DATA DIS/FIX,DIS/VAR,INT/FIX,INT/VAR,PROGRAM
380 CALL CLEAR :: FOR NM=1 TO 50 :: DISPLAY AT(12,1):**PLACE ";G$;" DSK IN DRI
E" :: DISPLAY AT(14,3):"<ENTER> TO PROCEED"
390 DISPLAY AT(16,3):"<FCTN>6 TO STORE/END" :: DISPLAY AT(20,1):**";STR$(NM-1);
" DISKS CATALOGUED"
400 DISPLAY AT(22,3):STR$(CNTR);" FILES LISTED"
410 CALL KEY(0,K,S):: IF K=13 THEN 420 :: IF K=12 THEN 510 ELSE 410
420 CALL CLEAR :: DISPLAY AT(12,2):"STAND BY.." :: OPEN #1:"DSK1.",INPUT ,RELATI
VE,INTERNAL
430 INPUT #1:DNM$(NM),N,DDTA(NM,1),DDTA(NM,2)
440 CNTR=CNTR+1
450 INPUT #1:PNM$(CNTR),PDTA(CNTR,1),PDTA(CNTR,2),PDTA(CNTR,3)
460 DX$=(" "&STR$(CNTR)):: PNM$(CNTR)=PNM$(CNTR)&SEG$(DX$,LEN(DX$)-2,3)
470 IF LEN(PNM$(CNTR))=3 THEN 500
480 PDTA(CNTR,4)=NM
490 GOTO 440
500 CALL CLEAR :: G$="NEXT" :: CLOSE #1 :: CNTR=CNTR-1 :: NEXT NM
510 CALL CLEAR :: DISPLAY AT(12,2):"INSERT USER DISK..<ENTER>"
520 CALL KEY(0,K,S):: IF K=13 THEN 530 ELSE 520
530 DISPLAY AT(14,2):"DEVICE NAME" :: DISPLAY AT(14,16):"DSK" :: ACCEPT AT(14,19
)SIZE(1)BEEP:Q$
540 DISPLAY AT(16,2):"FILE NAME" :: ACCEPT AT(16,16)SIZE(10)BEEP:QA$
550 TOTQ$="DSK"&Q$&". "&QA$
560 CALL CLEAR :: DISPLAY AT(12,2):**STAND BY   SORTING" :: DISPLAY AT(20,1):**#
LOOPS="
570 FOR X=1 TO CNTR-1
580 DISPLAY AT(20,10):STR$(X-1)
590 FOR Y=1 TO CNTR-X

```

```

\ This section of text is an insert to
\ explain the use of the program CATASCRIBE
\ and give you some background. This
\ program came from the Wichita TIBBS by
\ way of the Jacksonville, Arkansas UG
\ newsletter. Be sure that you follow the
\ instructions and preview your disks ---
\ a listing error will cause the program to
\ "crash". The value of this program is
\ that it creates a DIS/VAR 80 file that
\ can be printed through the TI-Writer text
\ formatter. If you add a few programs,
\ you can just insert them in the proper
\ place without RUNning the program all over
\ again. The sort routine that is used is
\ v-e-r-y slow but it could be changed or
\ modified. Otherwise, the program is a
\ very good utility to have for use in
\ listing your programs from disk. Good
\ Luck !!

```

DISK LISTING, CONTINUED)

```
IF SEG$(PNM$(Y),1,1)<SEG$(PNM$(Y+1),1,1)THEN 640
IF SEG$(PNM$(Y),1,1)=SEG$(PNM$(Y+1),1,1)THEN 640
FLAG=FLAG+1
SWS=PNM$(Y):: PNM$(Y)=PNM$(Y+1):: PNM$(Y+1)=SWS
640 NEXT Y
650 IF FLAG=0 THEN 670 :: FLAG=0
660 NEXT X
670 DISPLAY AT(12,15):"STORING.."
690 OPEN #1:TOTQ$,DISPLAY ,VARIABLE 80
690 PRINT #1:".FL 64"
700 PRINT #1:".FO PAGE %"
710 PRINT #1:CHR$(14);TAB(22-INT(LEN(QA$)/2));QA$
720 PRINT #1:CHR$(14);TAB(16);"DISKS LISTED"
730 PRINT #1:".HE ";QA$;" CATALOGUE PRINTOUT"
740 FOR X=1 TO 3 :: PRINT #1:"" :: NEXT X
750 FOR X=1 TO NM-1
760 PRINT #1:TAB(12);STR$(X);TAB(15);DNM$(X);TAB(30);"AVAILABLE= ";STR$(DDTA(X,2
));TAB(30);"USED= ";STR$(ABS(DDTA(X,2)-DDTA(X,1)))
770 NEXT X
780 FOR X=1 TO 3 :: PRINT #1:"" :: NEXT X
790 PRINT #1:CHR$(14);TAB(15);"PROGRAMS/FILES"
800 FOR X=1 TO 3 :: PRINT #1:"" :: NEXT X
810 PRINT #1:TAB(12);"FILE NAME";TAB(30);"DISK NAME";TAB(49);"SIZE";TAB(55);"TYP
E";TAB(70);"P"
820 PRINT #1:TAB(12);RPT$("*",59)
830 FOR X=1 TO CNTR
840 Z=VAL(SEG$(PNM$(X),LEN(PNM$(X))-2,3):: PRGNM$=SEG$(PNM$(X),1,LEN(PNM$(X))-3
)
850 PRINT #1:TAB(12);PRGNM$;TAB(30);DNM$(PDTA(Z,4));TAB(49);STR$(PDTA(Z,2));TAB(
);TYPE$(ABS(PDTA(Z,1)));
860 IF ABS(PDTA(Z,1))=5 THEN 880
870 B$=" "&STR$(PDTA(Z,3)): PRINT #1:TAB(44);SEG$(B$,LEN(B$)-2,3);
880 IF PDTA(Z,1)>0 THEN 890 :: PRINT #1:TAB(70);"Y"
890 NEXT X
900 CALL CLEAR :: PRINT "**FILE COMPLETED": " FORMAT ""DSK";Q$;". ";QA$;"""":: ""
#####
```

(GRAM-KRACKER CONTINUED ____)

With the 3 optional Console GRAM chips installed you can:

1. Override the operating system with the flip of a switch and make modifications to it such as:

Install a character set with true ascenders and descenders, put your name on the title screen, change the title screen colors, make a V2.2 console a non 2.2 console, and much more!

2. Override TI Basic's space and put something else there. This

will allow you to have a menu like Disk Manager II, TI Extended Basic, and either TI-Writer or Editor/Assembler on it.

The minimum system requirements are a Console, Monitor or TV, and a cassette recorder. (Memory Expansion and Disk system are optional except as noted. The price is \$174.95 plus \$4.00 for shipping and handling. You can write to: Miller's Graphics, 1475 W. Cypress Ave, San Dimas, CA 91773 for more information."

Bob Carmany

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FORTH FORUM

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If any of you have had problems running the TI-Forth disk and its application screens, this column might be of some help to you. As you know, the TI-Forth screens were released prior to being thoroughly de-bugged and tested. Some of them have errors and do not run properly.

Here are some that have been discovered by Tom Freeman and have appeared in MICROpendium.

Screens 53-55 contain the word VDFSET2 in line 1. The correct word is SETVDP2.

Lines 7 and 10 in screen 58 should be switched and line 9 should read:

```
UDFMD 4 < IF SMTN 80 0 VFILL
300 * SATR ! ENDIF
```

In line 9 of screen 59, between >R and SP should read:

```
8 SLA SWAP 00FE AND OR
```

Of course, all of you should be familiar with the correction to the original Printer screen (72) that appeared in the original screen. The fix is to change "PAB_ADDR VDF" to "PAB-ADDR VDP".

For those of you who have the

older version of TI-Forth, here is the change to allow you to access "PIO" as a printer option. The screen was originally configured for "RS232 ..."

Here is another tip from Tom Freeman. To change the foreground and background colors in text, graphics, muti, and split modes first refer to the HEX values for the colors in the Editor/Assembler manual. In this explanation X will refer to the foreground color and Y will refer to the background color--- your choice, of course.

1) TEXT mode--screen 51, line 9 where you see OF4 7 VWTR change F4 to XY.

2) text in GRAPHICS mode--screen 52, lines 6 and 10, where you see F4 use XY.

3) screen text in 64-column editor--screen 54, line 6 OF0 VFILL change OF0 to OXY (17 is a good choice).

4) text in SPLIT mode--screen 5, line 6 OF4 VFILL change OF4 to OXY.

5) text in SPLIT2 mode--screen 55, line 11 OF4 VFILL change OF4 to OXY.

6) cursor in 64-column editor--screen 23, line 5 SPCHAR 0 F change F to X. White or F is the default and your color choice must contrast with the background of SPLIT).

Without anything further, here is the printer update for TI-Forth PIO.

(TI-Forth Screen #72)

```
0 ( ALTERNATE I/O SUPPORT FOR PIO PNTR 12JUL82 LCT)
1 0 CLOAD INDEX BASE->R DECIMAL 68 R->BASE CLOAD STAT
2 0 0 0 FILE>PIO BASE-> HEX
3 : SWCH >PIO FABS @ 10 + DUP PAB-ADDR ! 1- PAB-VBUF !
4 SET-PAS OUTPT F-D" PIO" OPN 3
5 PAB-ADDR @ VSBW 1 PAD ADDR @ 5 + VSBW PAD-ADDR @ ALT-OUT ! ;
6 : UNSWCH 0 ALTOUT ! CLSE ;
7 :?ASCII ( BLOCK# --- FLAG )
8 BLOCK 0 SWAP DUP 400 + SWAP
9 DO 1 08 20 > + I 08 DUP 20 < SWAP 7F > OR
10 IF DROP 0 LEAVE ENDIF LOOP ;
11 :TRIAD 0 SWAP SWCH 3 / 3 * DUP 3 + SWAP
12 DO :?ASCII IF 1+ I LIST CR ENDIF LOOP
13 -DUP IF 3 SWAP - 14 * 0 DO CR LOOP
14 OF MESSAGE OC EMIT ENDIF UNSWCH ;
15 R->BASE
```

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NIGHT MISSION -- A REVIEW

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When is an arcade game more than an arcade game? When that arcade game is NIGHT MISSION from Miller's Graphics!

NIGHT MISSION is one of those software packages that falls into the "neither fish nor fowl" category. The package is delivered with a cassette tape containing five programs and a 90-page manual that is a complete tutorial in graphics programming.

One side of the cassette tape has both the joystick and keyboard versions of the program for cassette-based systems. The other side also has the two versions for disk-based systems as well as a LOADER program. The instructions in the manual make LOADING either side of the tape a snap. There is also a description of the game, strategy, and scoring in the beginning of the manual. So far, a typical arcade game presentation.

The manual suggests that you play the game "several" times to get used to it. That is very difficult! The game is based on the premise that you are a helicopter pilot engaged on a covert mission. You must rescue men, five at a time, and transport them to a ship waiting offshore. Of course, there are various obstacles in the way, tanks, planes, missiles, and enemy helicopters must be avoided or destroyed.

The excellent graphics and fast action make the game almost impossible to play just "a few times to get used to". The game itself is worth the purchase price alone. It won an award for the "best full console" game when pitted against games produced for Commodore, Atari, Apple, etc. If

you have ever seen it, you will not have any question as to why it did. But the best is yet to come!

The manual contains sections detailing the character sets and color codes used to create the program and a rather lengthy chapter on the Boolean function AND. This discussion goes far beyond the paltry two pages in the Extended Basic manual. Furthermore, it is easily understood.

All of this is just a prelude to the major thrust of the manual. The next 40-some pages are devoted to the dissection of the program on a line-by-line basis. Craig Miler and Mike McCue go on to reveal all of the "tricks of the trade" as it were, regarding the creation of this program. You will learn things like how to hide characters and sprites, rapid graphics re-definitions, charting sprite coincidences, and much more.

We are not through yet, folks. There is a section that lists some CALL PEEKs and CALL LOADs -- some from "The Smart Programmer" and others that are brand new.

The appendices contain a complete listing of all five programs as well as the character diagrams for all of the characters involved and the hexadecimal codes used to create them.

In short, the book and programs are a complete graphics tutorial. The book takes up where "The Smart Programming Guide for Sprites" ended.

Either the manual or the arcade game is worth the \$19.95 price if sold alone. Together the package is a REAL bargain!

The system requirements are the basic system (Console and Monitor), a cassette recorder and Extended Basic. Memory Expansion is not required and joysticks and a disk system are optional. See the GRAM KRACKER info for the address.

Bob Carzany

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