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April 1989

THE HUGgers NEWSLETTER

Volume 7, Number 3

OTHER VIEWS AND NEWS

A monthly survey of exchange publications and TI news.

by Carl Clark

First Base V1.0 A big database that supports massive files --- January 1989 --- A thorough review of the newest and probably the best flat file database for the TI. This looks to be the new standard for flat file databases. (flat file means that only one file can be used at a time).

Maze Maker by Steve Karasek --- "Spirit of 99", Central Ohio 99'ers --- January 1989. This is a type in program that generates wide variety of mazes. These are set up to be printed on an Epson compatible printer but the printer codes may be changed to accomodate most printers. Your kids will enjoy this one! Steve is a professional programmer who has a number of commercial and shareware programs available for the TI. He is very, very good.

PR-Base Data Charts --- Western New York 99'ers Interface --- June, 1988 --- This is a full page of charts that diagram the create function and editing key commands. There is also a list of data management commands. If you use PR-Base a lot this should be quite handy.

Printer Control for NX-1000 --- Punn Newsletter --- January, 1989 --- This is a type-in program for setting control codes for your printer. It does much more than the control panel codes.

Putting Grom Based Cartridges In Your Console (The easy way) --- West Penn 99'ers --- December, 1988 --- This is another superb, succinct article by John Willforth. In half a page he tells how to install any GROM chip programs you want into your TI easily. The only way to go!

DSDD PLATO CONVERSION --- West Penn 99'ers --- December 1988 --- This is a complete set of instructions for converting Plato using John Birdwill's Disk Utilities V4.1 or higher.

Clock/Calendar/Analog-to-digital Circuit for the Prototype Board --- Cleveland Area TI99/4A U.G. Newsletter --- July/Aug., 1988. A very complete article on building the "MBP Card" for the P-Box. There is good software support available. (CONTINUED FROM PAGE 2)

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Partial Files - TI Writer --- PUNN Newsletter --- Aug., 1988 --- A short tutorial on using paragraphs as short files so that they can be inserted where you find them the most useful.

Hi-Res Graphics parts 1-6 by Ann Dhein --- This series has been published in many newsletters and is a truly EXCELLENT tutorial on almost all aspects of graphics on the TI. How it works and reviews of all the major and most of the minor programs for graphics on the TI.

The VCR Connection by John Parkins --- West Penn 99'ers --- July, 1988 --- This is a brief but complete article on using your vcr to record what goes to the screen and includes instructions for making a cable to the vcr.

Next month we will have more current and more extensive coverage of what is going on in the TI world in print. If you have anything anything new or unusual let us know or write a paragraph and share it with us.

THINGS TI WOULDN'T TELL YOU!

by Jim Ellis

When using the TI Disk Controller Card, TI Basic & TI Extended Basic require you to use uppercase letters for all file operations. You say you got wiped out at your favorite game because you forgot to release the alpha-lock key and the enemy took unfair advantage when you couldn't go UP. Rave 99 lists as one of their features for their 105 keyboard an alpha-lock that doesn't interfere with joystick operations. You say you like TI-ARTIST (tm) but it's a pain to release the alpha-lock key each time to use the joystick, but some of the font sets only recognize UPPER case letters, in order to put your text on the screen during the enhancement feature. I found myself in this situation with TI-ARTIST (tm) and I decided to do something about it. Well, perk up, Bucky, there is a solution while still using the TI keyboard. What follows is a minor construction article. If you are not familiar with electronic work do not attempt this project, get someone in the group who is experienced to do this modification for you. For this modification it will be necessary to remove the computer from its case and remove the main board so you can remove the keyboard. I will describe the modification for the Hi-Tek boards with the numbers 373-70229B or 100511-E. The boards contain five wire jumpers located near the 'Q' key. Remove the second jumper from the outside and replace it with a 1N4148 or 1N914 diode (Radio Shack part #276-1122) with the banded end (cathode) toward the 'I' key. This point should go to pin 6 on the keyboard connector if you want to check it out. Pin 1 is the pin nearest the 'I' key. The other board is by Stackpole with the

number 76-1151. You must first locate pin 6 as described above. Then with an exacto knife cut the printed circuit trace going to it. Trim the diode leads to about 3/8", then solder the diode across the cut in the trace, positioning the banded end (cathode) toward the connector. The board is laid out very nicely to accommodate this change. I can not emphasize enough that you do NOT attempt this if you are not familiar with electronics. I can not be responsible for unexpected results since obviously I can't be there to oversee the operation. I have checked this mod with TI-ARTIST and it worked just fine. I'm sure there are other programs out there that can utilize this change in their operation. Later.

FINDING THE START WORD E/A

This comes from S.F.T.I. User Group
by Herbert Schlesinger
Reprinted for the LA 99ERS 'Topics'

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.

H.U.G. LIBRARY NOTES

This is the first installment of a new column that will highlight some of the more interesting new programs that are being added to the H.U.G. library, which incidently, is in the process of being reorganized so that programs will be grouped by subject (i.e. utilities and productivity, games, graphics, music, etc.) and programs that consist of multiple files will be in archived form. These changes should make it easier to find programs and to figure out what files belong to what programs. The following programs are a few of the more interesting recent acquisitions.

M.U.G. BOOT PROGRAM from the Miami Users Group. This is for those of you that have wished for a version of John Johnson's MENU program for the Horizon RamDisk that would work with a simple disk system that doesn't include a RamDisk. This program is an assembly language program that will autoloader from XBasic and provides most of the features of the Horizon Ramdisk version, including being able to view or print both disk directories and text files; load and run XBasic programs and E/A opt. 5 programs; configure 3 screens of user options; and delete files. This is quite a nice utility program.

TI-WRITER version 4.1 from Rag Software. This is essentially a standard TI-Writer package with a new loader for XBasic and both the editor and formater are loadable from E/A opt. 5. Most of the bugs found in the original version have been corrected and many operations have been significantly speeded up.

FUNNELWEB 4.13 This is the latest version of FunnelWriter, with some bugs corrected and an easier to use configure program. For those who have a Geneve 9640, Dijit AVPC card or Mechatronics 80 column card there are also a set of files that will give you the ability to display 80 columns of text with a 4 color display.

CATALOGING LIBRARY COMPANION by Marty Kroll. This is a database utility for use with Marty Kroll's Cataloging Library program. It allows for input of up to 64 characters of info for each file cataloged with CATLIB. There are to very good disk labeling programs that have recently been added. These are: DISK LABELER 99 by Paul Scheidemantle, and THE GRAPHIC LABELER by the Ottawa Users Group. DISK LABELER 99 is very flexible and allows for both 3.5 x 15/16 labels and 4 x 1 7/16 labels onto which can be printed a disk directory in 2 or 3 columns or 1 column with comments. THE GRAPHIC LABELER allows for use of CGSD type graphic images and a title line, date 2 or 3 lines of text.

Several games have been added recently. Two that are of commercial quality are FREDDY, an assembly language game from Germany with excellent screen graphics, in which you are an archeologist searching for treasures in an underground Egyptian tomb; and CARFAX ABBEY which is a graphics type adventure game from England. It is similar to the TI's Tunnels of Doom game. The setting is an old mansion in which you must search for and destroy Count Dracula.

- B.C.P.



FOR FUTURE MEETINGS...

If you have an idea or request for a demonstration or workshop on a topic such as any type of programming, specific software, hardware, or whatever, or would like to give a demo, please give one of the officers a call or send a postcard to our P.O. Box and we will see what we can come up with. For example one of our members Steve Price has offered to do an informal workshop on assembly language programming, and the idea of having a demo on using terminal emulator programs and modems has been discussed.

MACFLIX

Deanna Sheridan - Northcoast 99ers, Cleveland, Ohio

We though we had "arrived" when Travis Watford developed MAXRLE and we could view and download the many digitized RLE pictures available on CompuServe, GENie, etc. The new MACFLIX written by J. Peter Hoddie and distributed by Genial Computerware gives us another powerful graphics viewing program, this time for MacPaint pictures.

These are usually full-page pictures and even on my MSDOS machine with 80-columns, I am unable to see the entire picture at one time. I have downloaded lots of these pictures, but was unable to find any real use for them, I have been unable to find, at least on public bulletin boards, any utilities to transfer them into other graphics programs where they could be used for clip art.

MACFLIX for the TI lets you view them, print them and clip them. Just as on my Leading Edge, it is impossible to see the entire screen at one time, and you must scroll across and up and down. The best way to get an idea of what it looks like is to make a printout. The program supports Epsoms compatibles and Prowriter printers. You can print in your choice of 3 densities, but are warned that option 1 will cut off part of the picture, and option 3 will make it look elongated. So, with option 2, print out and see what you have.

You can save the portion of screen in view to disk in TI-Artist format. I found a disk of Christmas characters which I did just that and retrieved 8 clips for a Christmas disk. There seems to be a wide variety of pictures available and we will no doubt soon have a special section in our library just for MacPaint pictures (who would have ever thought?). Most of the ones I have are drawings rather than digitized pictures like the RLE's. Thus, those which are "clippable" are much clearer and of general use than the RLE's.

The docs state that if you have a CorComp or Myarc disk controller and PC Transfer, you can take IBM disks with MacPaint pictures and transfer them for the TI. I don't have the right disk controller or PC Transfer, but I do have a cable between my TI and my Leading Edge. I fired up both machines with a Terminal Emulator program in each. I sent some MacPaint pictures over via Xmodem, which results in a Dis/Fix 128 format. I held my breath, fired up MACFLIX and tried loading one of the files. There it was, just the same as on my other machine. Suddenly I found myself with 3 disks of MAC pictures for my lowly TI. I will download some more from the local bulletin board to which I subscribe and we should soon have a good MAC library for the club.

This program is written in assembly and only \$10.00 plus \$1.00 SH from Genial Computerware, P.O. Box 183, Grafton, MA 01519. Note: I sent a personal check because I was in no hurry to get the program and it took six weeks. If you want faster delivery, I would suggest a bank check or money order.

When I first wrote the above, I had not explored all the possibilities this program offers for us TIers. Did ever think that there would be a day that you could utilize the various graphics for PrintMaster, PrintShop, Newsroom, etc. on your TI? I have even discovered that I can reverse the procedure and use my TI graphics on those MSDOS programs.

I found an MSDOS program called "ICONVERT". This converts PrintMaster, PrintShop, Newsroom, MacPaint, RLE's and many more from any of the above to any of the above. I have several libraries of PrintMaster graphics and decided to give it a whirl. ICONVERT will take a set of PrintMaster graphics which usually are 120 individual graphics and automatically convert the first 50 of them to MacPaint format. I can convert the remaining by choosing the graphics individually. Thus it takes 3 files of MacPaint to use up one set of PrintMaster graphics. You can send them over just as described above. They are saved on a sheet which can be "clipped" out to TI-Artist. I have 26 of these files already and am just getting started. By the next meeting, I may have up to 20 disks of new clip-art.

Since this worked so well, I wondered if I could send some of my TI graphics over to the Leading Edge for use with PrintMaster (the only program I have), I took some TI-Artist files in program format. Loaded them into MAXRLE and resaved them in DF/128. I used the same method as above to send them over to the LE. I was able to view them with one of the RLE viewers I have for that machine. With ICONVERT I can put them in PrintMaster format and use my TI graphics over there.

People who got rid of their TI's when they got MSDOS machines are going to be sorrrrry.

Reprinted from the "FRONT RANGER"



Maze Maker
by Steve Karasek



This program will print mazes for you to solve. It asks for the number of mazes to print, then for the level of difficulty, from 0 to 9. Level 0 is a VERY trivial maze (a child's first maze, perhaps), while level 9 is fairly challenging. The level number is printed at the top of the maze.

No matter what level you select, the maze will be printed to fill as much of the page as possible, so the lower-level mazes will have wider pathways which are easier for young children. There will always be exactly one path from Start to Finish.

The higher-level mazes take a while to compute. In particular, level 9 mazes take over 20 minutes each. You can always start up the program and come back a few hours later. The program keeps track of how far it has gone in computing each maze by displaying a line of the form M / N on the screen, where N is the number of squares in the maze and M is the number of squares the program has computed a path to. When M equals N, the maze is done and is sent to the printer.

If your printer is not named "PIO", change the name in line 110. The last part of this line sets the printer line spacing to 7/72 inch. If you do not have an EPSON-compatible printer, you will have to change this to the codes needed by your printer to set the line spacing. If you can't set it to 7/72 inch, set it to 8 or (preferably) 10 lines per inch.

The !'s and numbers at the end of each line are the checksums for Tom Freeman's CHECKSUM program, and are not needed by the maze program.

```

#####
* MAZE - THE PROGRAM *
#####

100 RANDOMIZE :: OPTION BASE
  1 :: DIM N(39,39):: INPUT *
NOW MANY MAZES? *Z :: PRINT
1223
110 INPUT "LEVEL OF DIFFICUL
TY(0-9)? *L :: IF L(0 OR L)
9 THEN 110 ELSE OPEN #1:"PIO
",OUTPUT :: PRINT #1:CHR$(27
):"A":CHR$(7):1121
120 N=INT(L+1)*4+(L=4 OR L=9
):: I=00/M :: S=INT(X):: S=S
+(I:S)1130
130 PRINT #1:"Start";TAB(30)
;"Level";L :: FOR I=1 TO N :
: FOR Y=1 TO N :: H(X,Y)=0 :
: NEXT Y :: NEXT X :: IF N=3
9 THEN 150 1174
140 FOR I=1 TO N :: H(N+1,Y)
,N(I,N+1)=16 :: NEXT I 1203
150 C,X,Y=1 :: DISPLAY ERASE
ALL AT(12,12):" /";N*N ::

ON ERROR 290 !059
160 V=INT(RND*4):: DX=I+(V=0
)?-(V=1):: DY=Y+(V=2)-(V=3)::
K=N(DX,0Y):: IF K THEN
160 1229
170 H(X,Y)=H(X,Y)+2*V :: IF
INT(W/2)*2=V THEN V=V+1 ELSE
V=V-1 1125
180 I=DX :: Y=0Y :: H(X,Y)=N
(X,Y)+2*V :: C=C+1 :: DISPLA
Y AT(12,9)SIZE(4):USING "000
0":C :: IF C=N*N THEN 240 10
53
190 IF X(N THEN IF H(X+1,Y)=
0 THEN 160 1190
200 IF Y(N THEN IF H(X,Y+1)=
0 THEN 160 1199
210 IF Y)1 THEN IF H(X,Y-1)=
0 THEN 160 1117
220 IF X)1 THEN IF H(X-1,Y)=
0 THEN 160 1116
230 I=INT(RND*N)+1 :: Y=INT(
RND*N)+1 :: IF H(X,Y)THEN 19
0 ELSE 230 1248
240 ON ERROR STOP :: PRINT #
1 :: PRINT #1:"";TAB(S+1);R
PT$(#,"S*(N-1)+1):: S=S
-1 :: S=S-RPT$(#,"S):: I=RP
T$(#,"S)1069
250 H(N,N)=H(N,N)+8 :: FOR Y
=1 TO N :: FOR V=1 TO 8 :: P
RINT #1:"";FOR I=1 TO N
:: PRINT #1:S0;1076
260 IF H(X,Y)AND 2 THEN PRIN
T #1:"";ELSE PRINT #1:"";1
084
270 NEXT X :: PRINT #1 :: NE
XT Y :: PRINT #1:"";FOR
X=1 TO N :: IF H(X,Y)AND
0 THEN PRINT #1:S0;ELSE PRI
NT #1:I0;1244
280 PRINT #1:"";NEXT X :
: PRINT #1 :: NEXT Y :: S=S+
1 :: PRINT #1 :TAB(S*N-4);"
Finish":CHR$(12):: Z=Z-1 ::
IF Z)0 THEN 130 ELSE END !0
20
290 ON ERROR 290 :: RETURN 1
60 1169

```

SPIRIT OF 99

JAN. 1989.

MONTHLY MEETING LOCATION

ST. ANN'S SCHOOL
2839 S. McCLURE
INDIANAPOLIS, IN
MEETINGS OPEN AT
2:00 PM
APRIL 9 1989

OFFICERS

PRESIDENT....JOHN POWELL 786-3270
VICE-PRES.....CARL CLARK 1-398-6226
LIBRARIAN..BRYANT PEDIGO 255-7381