LA 99ers Toplcs

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SEASON'S GREETINGS

Merry Christmas & Happy New Years
from the L.A. 99er User Group

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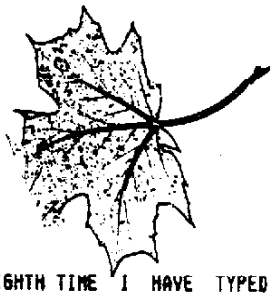
NOTE



RAMBLIN' THOUGHTS FROM THE PRESIDENT

CAN YOU BELIEVE HOW TIME FLYS? I CAN'T. ACCORDING TO MY TI WRITER FILE THIS WILL BE THE EIGHTH TIME I HAVE TYPED SOMETHING FOR THE NEWSLETTER. THE REASON I KNOW THIS IS THE 8th BECAUSE I HAVE THEM NUMBERED CONSECUTIVLY FROM NUMBER ONE. I GUESS I AM WHAT YOU WOULD CALL A HABITUAL PROCRASTINATOR. HERE IT IS TWO DAYS BEFORE THE DEADLINE. I WONDER IF THIS IS THE FEELING A REAL JOURNALIST FEELS?

DOESN'T THAT SOUND IMPRESSIVE? IF I COULD ONLY FIGURE OUT WHAT THOSE BIG WORDS MEAN. FOR A HILL BILLY FROM SOUTHERN INDIANA I THINK IT SOUNDS JUST GREAT... BESIDES THAT IT LOOKS "PRITTY" GOOD IN PRINT.

WELL WE ARE ON THE TAIL END OF ANOTHER YEAR AND THE BEGINNING OF ANOTHER NATURAL CAUSES AND SOME BY CHOICE. THE ONES BY CHOICE; I HOPE THAT THEY WILL STILL KEEP IN CONTACT WITH AT LEAST ONE MEMBER OF THE CLUB.

THIS IS THE TIME OF THE YEAR WE SEND OUR HOLIDAY GREETINGS AND WISHES TO THE TI-COMMUNITY. HAVE A VERY MERRY CHRISTMAS AND A VERY PLEASENT HOLIDAY SEASON FROM THE LA-99ers (and a safe New Year's Eve!). A SPECIAL THANKS TO THE LOCAL MEMBERS FOR MAKING THESE PAST FEW MONTHS A VERY ENJOYABLE EXPIERENCE. MAY WE CONTINUE TO EXPLORE AND ENJOY OUR LITTLE MACHINES FOR A LONG TIME TO COME

IN A PAST NEWS LETTER; I MADE A STATEMENT THAT I WAS NOT A PROGRAMMER. IF YOU CAN CALL TAKING SOMEBODY ELSE'S PROGRAMS AND DEVELOPING IT TO ONE THAT SUITS YOUR NEEDS, THEN I GUESS I WIIL HAVE TO MODIFY THAT COMMENT. I AM CURRENTLY WORKING ON A PROGRAM THAT WORKS OUT OF EX-BASIC THAT I HAVE NAMED HOME MAILING SYSTEM. ONE OF MY HOBBIES IS ENTERING CONTESTS. ORIGIANALLY I HAD MY DATA IN TI-WRITER. BY PUTTING INTO AN X-BASIC FORMAT I DON'T HAVE TO EXIT THE OPERATING SYSTEM THAT IS PRESENTLY IN USE. THE PROGRAM WORKS FINE BUT I WANT TO (AS I HAVE HEARD OTHERS SAY), ADD A FEW BELLS AND WHISTLES AND TO CLEAN UP WHAT I CALL SLOPPY, CARELESS, AND UNNECESSARY ADDITIONS.

IF ON A SATURDAY, I WAS PRINTING EVELOPES FROM TI-WRITER AND WANTED TO SWITCH TO LABLES OR POST CARDS, LARGE OR SMALL, I WOULD HAVE TO EXIT TI-WRITER AND SWITCH TO EX-BASIC. LOAD THREE DIFFERENT PROGRAMS TO GET THE JOB DONE. THIS WAY ALL I HAVE TO DO IS GO TO A MAIN MENU TO SELECT WHICH FUNCTION YOU CHOOSE TO DO.

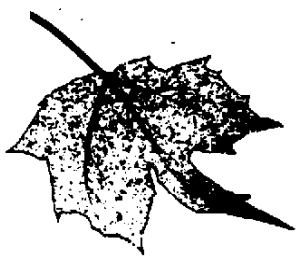
WE WISH TO THANK KEN GILLIAND FOR VISITING US AT THE MEETING. IT WAS SURE GOOD TO GET TO SEE HIM ONCE AGAIN. HE BROUGHT WITH HIM SOME OF THE INVENTORY FROM HIS NEWLY FORMED SOFTWARE COMPANY. HE ALSO DEMOSTRATED A DISK THAT HAD ANIMATION ON IT THAT HAD A VALCOANO SMOKING AND A DINOSAUR OPENING IT'S MOUTH AND THRASHING IT'S TAIL, ALSO A LITTLE MAN RUNNING. WE ALSO WANT TO THANK THE MEMBERS THAT WERE PRESENT BECAUSE WITHOUT YOU WE WOULD NOT HAVE BEEN THERE TO ENJOY THE DEMOS AND YOUR FELLOWSHIP.

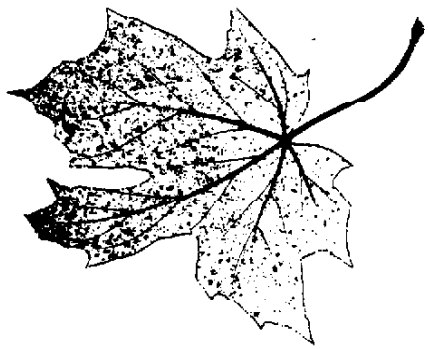
BECAUSE THE DECEMBER MEETING WILL BE SO CLOSE TO CHRISTMAS, THE MEMBER- SHIP CANCELED IT FOR THIS MONTH.

I SEE BY LINES AT THE SIDE OF THE SCREEN IT IS TIME ONCE AGAIN TO SAY SO-LONG.

YOUR PRESIDENT

EDGAR A. MAY





MY SUBPROGRAMS LISTED

By Earl Raguse

This is a goodly portion of the subprograms that I use when I write programs. If they don't quite do exactly what you want, change them a little, and make them yours. If you understand these things, go ahead and use them, else next month I will explain when and how to use them. I won't bother to ever explain how they work, do you know how CALL CLEAR works? No, well me either, but who cares. It works doesn't it?.

```
4000 SUB GKEY(Q,ROW)
4010 CALL KEY(3,K,S):: IF S<
1 THEN 4010 :: DISPLAY AT(RO
W,7)SIZE(30):"You Select
ed ";CHR$(K):: Q=K
4020 SUBEND

4100 SUB SAVIT(FILE$,VARIBL$
(),N)
4105 ! Uses GKEY
4110 DISPLAY AT(12,1)ERASE A
LL:"        What Drive#?" ::
CALL GKEY(Q):: D$=CHR$(Q
):: DISPLAY AT(14,1):"     Wh
at File Name?"
4120 ACCEPT AT(16,10)SIZE(-1
0):FIL$ :: OPEN #3:"DSK"&D$&
"."&FIL$,OUTPUT,DISPLAY
,VARIABLE 80
4130 FOR J=1 TO N :: PRINT #
3:VARIBL$(J):: NEXT J :: CLO
SE #3
4140 SUBEND

4200 SUB GETIT(FIL$,VARBL$()
,N)
4205 ! Uses GKEY
4210 DISPLAY AT(12,1)ERASE A
LL:"        Enter Drive#" ::
 CALL GKEY(Q):: D$=CHR$(
Q):: DISPLAY AT(14,1):"
  Enter File Name"
4220 DISPLAY AT(16,10):FIL$
ACCEPT AT(16,10)SIZE(-10):
FIL$ :: OPEN #3:"DSK"&D$&
"."&FIL$,INPUT :: N=1
4230 DISPLAY AT(12,8)ERASE A
LL:"READING REC";N :: IF EOF
(3)THEN 4250 ELSE LINPUT
 #3:A$ :: VARBL$(J)=A$
4240 N=N+1 :: GOTO 4230
4250 CLOSE #3 :: SUBEND

4300 SUB CLS(R1,R2):: FOR R=
R1 TO R2 :: DISPLAY AT(R,1)S
IZE(30):: NEXT R :: SUBEND

4400 SUB XWIPE(C):: FOR X=1
TO 32 :: CALL VCHAR(1,X,C,24
):: NEXT X :: SUBEND

4500 SUB YWIPE(C):: FOR Y=1
TO 24 :: CALL HCHAR(Y,1,C,32
):: NEXT Y :: SUBEND

4600 SUB RWIPE(C):: FOR X=32
 TO 1 STEP -1 :: CALL VCHAR(
1,X,C,24):: NEXT X :: SUBEND

4700 SUB WAIT(T):: FOR WAIT=
1 TO T ::NEXT WAIT :: SUBEND

4800 SUB CLPUT(A$,L)
4810 T=15-LEN(A$)/2 :: DISPL
AY AT(L,T)ERASE ALL:A$
4820 SUBEND

4900 SUB PUT(A$,L)
4910 T=15-LEN(A$)/2 :: DISPL
AY AT(L,T)SIZE(LEN(A$)):A$
4920 SUBEND

5000 SUB CHARGE
5010 ! By Earl Raguse 9/90
5020 CALL SOUND(125,554,0)::
 CALL SOUND(125,587,0):: CAL
L SOUND(125,659,0):: CAL
L SOUND(125,784,0)
5030 CALL SOUND(125,110,30):
: CALL SOUND(200,659,0):: CA
LL SOUND(600,784,0):: SUBEND

5100 SUB UPWIPE(C):: FOR Y=2
4 TO 1 STEP -1 :: CALL HCHAR
(Y,1,C,32):: NEXT Y ::
SUBEND

5200 SUB FANFARE :: L=40
5210 !Earl Raguse 3/89
5220 CALL SOUND(2*L,262,5)
5230 CALL SOUND(2*L,330,5)
5240 CALL SOUND(2*L,392,5)
5250 CALL SOUND(8*L,523,0)
5260 CALL SOUND(1.5*L,392,2)
5270 CALL SOUND(12*L,523,5)
5280 SUBEND
```

```
(Subprogram Listing cont)
5300 SUB CRAWL(A$,ROW)
5305 DISPLAY AT(24,1):"   We
ll, Press Something!" :: A$=
RPT$(" ",28)&A$
5310 FOR C=1 TO LEN(A$):: DI
SPLAY AT(ROW,1):SEG$(A$,C,28
):: GOSUB 5320 :: GOTO 5
315
5315 NEXT C :: GOTO 5310
5320 CALL KEY(3,K,S):: IF S<
>0 THEN 5330 ELSE RETURN
5330 SUBEND

5400 SUB EXPLODE
5410 ! Earl Raguse 10/90
5420 FOR C=2 TO 16 :: CALL C
LPUT("KABOOOOM",C*RND+8):: C
ALL SCREEN(C):: CALL SOU
ND(-10,INT(RND*4-8),0):: CAL
L SOUND(-10,INT(RND*4-8),0)
5430 NEXT C :: SUBEND

5500 SUB AGAIN :: DISPLAY AT
(24,1):"Again? Press A, Else
 Any Key"
5510 CALL KEY(3,K,S):: IF S<
1 THEN 5510 ELSE IF K<>ASC("
A")THEN RUN "DSK1.DIR":: SUB
END

5600 SUB ULINE(R,C,S)
5610 CALL CHAR(128,"00FF")
5620 DISPLAY AT(R+1,C):RPT$(
CHR$(128),S):: SUBEND

5700 SUB WARN1(X$,Y$,ROW)
5705 ! Uses PUT and WAIT
5710 FOR X=1 TO 6
5720 CALL SOUND(50,1240,0)::
 CALL PUT(X$,ROW):: CALL WAI
T(200)
5740 CALL PUT(Y$,ROW):: CALL
 WAIT(100):: CALL SOUND(50,4
40,0)
5750 NEXT X :: SUBEND

5800 SUB WARN2(A$,B$,ROW)
5801 ! Uses CLPUT and WAIT
5810 CALL CLEAR
5820 FOR X=1 TO 6
5830 CALL CLPUT(A$,ROW):: CAL
L SOUND(75,440,0):: CALL WAIT
(100)
5840 CALL CLPUT(B$,ROW):: CAL
L SOUND(75,880,0):: CALL WAIT
(100)
5850 NEXT X :: SUBEND

5900 SUB GO(A$,K):: CALL GKE
Y(Q,22):: K=POS(A$,CHR$(Q),1
):: SUBEND ! Uses GKEY

6000 SUB MARGL(L):: PRINT #1
:CHR$(27)&CHR$(108)&CHR$(L):
: SUBEND

6000 SUB MARGO(S):: FOR T=1
TO S :: PRINT #1:CHR$(32) ::
NEXT T :: SUBEND

6100 SUB PAK :: DISPLAY AT(2
4,1)SIZE(30):"  Press Any Ke
y to Proceed"
6110 CALL KEY(3,K,S):: IF S<
1 THEN 6110 :: SUBEND

6200 SUB SET(S,C):: CALL CLE
AR :: CALL SCREEN(S):: CALL
CHARSET :: FOR I=0 TO 14
 :: CALL COLOR(I,C,1):: NEXT
 I :: SUBEND

6300 SUB CAT
6305 ! Needs GKEY, PAK & CLS
6310 !  E Raguse 10/90
6320 DISPLAY AT(10,1):"   En
ter Drive# to Catalog" :: CA
LL GKEY(Q,24):: D$=CHR$(
Q):: CALL CLS(10,11)
6330 OPEN #1:"DSK"&D$&".",RE
LATIVE,INTERNAL,INPUT
6340 INPUT #1:A$,L,L,L ! rea
d and toss
6350 X,Z=0 :: FOR F=1 TO 127
 :: INPUT #1:A$,T,J,K :: IF
A$="" THEN F=127
6360 Y=2-14*(Z=1)
6365 IF ABS(T)=2 THEN DISPLA
Y AT(X+3,Y):A$ ELSE X=X-1 ::
 GOTO 6370
6370 IF X<18 THEN X=X+1 ELSE
 X=0 :: Z=Z+1+2*(Z>1)
6380 NEXT F :: CLOSE #1 :: C
ALL PAK :: SUBEND
```

MUSIC SUBPROGRAM LISTINGS
By Earl Raguse

The following subprograms are handy for programming music. The variables F,A,D,N stand for Frequency, Attenua- tion (ie loudness), Duration, and Number of times to ring as in bell. If you know what you are doing, you can modify these slightly to get different effects. Mult- iplying or dividing a frequency by 1.2 has the effect of raising or lowering key by one note. The duration of the quaver routine is not exact, and you may wish to fiddle with the divisor for D. Useage is identical to previous listings as you must supply all variables in the CALL statement. This is the end of this series of articles. next month I may do some more things in XBASIC programming.

```
9000 SUB BELL(F,N)
9010 FOR I=1 TO N
9020 FOR V=0 TO 20 STEP 4 ::
CALL SOUND(-99,F*1.783,V+3,
F*1.335,V+3,F,V):: NEXT V
9030 FOR V=20 TO 27 :: CALL
SOUND(-99,F*1.783,V+3,F*1.33
5,V+3,F,V):: NEXT V
9040 NEXT I
9050 SUBEND

9100 SUB WOW(F,D)
9110 FOR R=1 TO D
9120 X=F :: Y=F/.99 :: Z=F/1
9130 FOR V=20 TO 0 STEP -2
9140 CALL SOUND(-99,X,V,Y,V+
3,Z,V+3)
9150 NEXT V
9160 FOR V=0 TO 20 STEP 2
9170 CALL SOUND(-99,X,V+3,Y,
V,Z,V+3)
9180 NEXT V :: NEXT R
9190 SUBEND

9200 SUB MAJCHORD(F,A,D)
9210 X=F :: Y=F/1.26 :: Z=F/
1.5 :: XV=A
9220 YV,ZV=XV+5
9230 CALL SOUND(D,X,XV,Y,YV,
Z,ZV)
9240 SUBEND

9300 SUB MINCHORD(F,A,D)
9310 X=F :: Y=F/1.19 :: Z=F/
1.5 :: XV=A
9320 YV,ZV=XV+5
9330 CALL SOUND(D,X,XV,Y,YV,
Z,ZV)
9340 SUBEND

9400 SUB QUAVER(F,A,D)
9410 X=F :: Y=F*.99/2 :: Z=F
*1.01/2 :: XV=A :: YV=XV+9 :
: ZV=20
9420 FOR W=1 TO D/100
9430 CALL SOUND(-99,X,XV,Y,Y
V,Z,ZV)
9440 CALL SOUND(-99,X/1.01,X
V+2,Y,YV+4,Z,ZV+4)
9450 NEXT W
9460 CALL SOUND(-1,X/2,XV)
9470 SUBEND
```

This little program demonstrates how to use the subprograms. You must, of course merge in all the subprograms mentioned in the list on line 115.

```
100 ! SAVE DSK1.LITTLETEST
110 DISPLAY AT(08,1)ERASE AL
L:"    This program uses the
       following subprog
rams      available on this
disk."
115 DISPLAY AT(13,1):" SET,
 GKEY, PAK, PUT, CLS, XWIPE,
 YWIPE, RWIPE, UWIPE, AGAIN,
 WAIT, CRAWL, ULINE,
   CHARGE and FANFARE"
120 CALL CHARGE :: CALL PAK
:: CALL CLS(10,13):: CALL CL
S(14,24):: CALL CLS(1,10)
130 FOR T=1 TO 24 :: PRINT "
XXXXXXXXXXXXXXXXXXXXXXXXXXX
" :: NEXT T
140 A$=" THIS IS A TEST " ::
 CALL PUT(A$,12)
150 CALL WAIT(300)
160 CALL XWIPE(42)
170 FOR T=1 TO 24 :: DISPLAY
 AT(T,1):"XXXXXXXXXXXXXXXXXX
XXXXXXXXX" :: NEXT T
180 CALL PUT(A$,12)
190 CALL RWIPE(36):: A$=" TH
AT WAS A TEST " :: CALL CRAW
CALL XWIPE(32)
200 FOR T=1 TO 24 :: DISPLAY
```

(over →)

MUSIC SUBPROGRAM - Cont.

```
 AT(T,1):"XXXXXXXXXXXXXXXXXX
XXXXXXXXXX" :: NEXT T :: CAL
L UWIPE(32)
210 DISPLAY AT(12,1):"Now Wa
sn't That A Nice Test?" :: C
ALL ULINE(12,1,28):: CALL FA
NFARE
220 CALL AGAIN :: GOTO 120
230 END
240 !
250 ! SUBPROGRAM AREA
260 !
```

```
1 REM---saved as SPEAK2ME---
10 REM **********************
20 REM *     SPEAK TO ME     *
30 REM * by Chick De Marti  *
40 REM *  from an idea by   *
50 REM * Sue Harper of the  *
60 REM *   Pittsburg U.G.   *
70 REM * Terminal Emulator  *
80 REM *     is required     *
90 REM **********************

100 CALL CLEAR
110 OPEN #2:"SPEECH",OUTPUT
120 GOSUB 330
130 PRINT "Enter Q and a com
ma to Quit."
140 PRINT "Enter J or M, a c
omma, and":"a message."
150 INPUT " ":N$,MSG$
160 IF N$="Q" THEN 240
170 IF N$="J" THEN 210
180 PRINT #2:"//25 80"
190 PRINT #2:MSG$
200 GOTO 140
210 PRINT #2:"//45 144"
220 PRINT #2:MSG$
230 GOTO 140
240 CALL CLEAR
250 PRINT TAB(12);"THE":TAB(
12);"END"
260 PRINT : : : : : : : : :
: :
270 PRINT #2:"//45 144"
280 PRINT #2:"SO ^LONG"
290 PRINT #2:"//25 80"
300 PRINT #2:"BY 4 <NOW!"
310 CLOSE #2
320 END
330 PRINT TAB(5);"TURN CAP=L
OCK ON!!"
340 FOR DELAY=1 TO 600
350 NEXT DELAY
360 CALL CLEAR
370 RETURN
```

The Cracker Barrel

by Chick De Marti DEC. 1990

The award for the earliest DEC. issue of their newsletter goes to "BUG NEWS...the official newsletter of the BREA 99'ers". Congrats...

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In "SUBPROGRAMS AND HOW THEY WORK", by Earl Raguse (found in the Dec. Issue of BUG NEWS), Earl mentions that while subprograms cannot read variables (outside of their own subroutine), they can read data from anywhere in the program. He also mentioned that he never found a need for reading data statements from within a subroutine.

Below is an example of an occasion where you might use it.

```
1 ! SAVE DSK1.SUB/DEMO
100 !
110 CALL CLEAR
560 PRINT
570 R=INT(RND*2)+1 :: IF R=1
 THEN MY_AN$="Y" ELSE MY_AN$
-"N"
580 PRINT "The answer is 'Y'
 or 'N'. :"
590 INPUT "What is your answ
er :":YOUR_AN$
600 IF YOUR_AN$=MY_AN$ THEN
RESTORE 1000 ELSE RESTORE 10
40
610 CALL ANSWER ::  YOUR_AN$=
" " :: GOTO 560
900 ! --DATA to be read by t
he subroutine---
1000 DATA "That was very goo
d!"
1010 DATA "You are correct"
1020 DATA "Excellent, excell
ent!"
1030 DATA Doing great, keep
it up"
1040 DATA "Sorry, try again"
1050 DATA "That is a wrong a
nswer"
1060 DATA "Oops, that's not
right."
1070 DATA "An incorrect answ
er."
```

(continued)

```
1200 ! ---prog. continues--
6000 SUB ANSWER
6010 RNDNUM=INT(RND*4)+1
6020 FOR I=1 TO RNDNUM
6030 READ AN$
6040 NEXT I
6050 PRINT :AN$
6060 FOR DELAY=1 TO 600 :: N
EXT DELAY
6070 DISPLAY AT(23,1):""
6080 SUBEND
```

~~~~~~~~~~~~~~~~~~~~

SPEECH

Here's one I haven't heard before. Thanx to NORTH COUNTY 99ers.

"According to Charles Good, running a program containing CALL SAY on a beige console without the speech synthesizer attached will cause a lockup. On a black-and-silver model, there is no lockup but program execution will be greatly delayed:.

~~~~~~~~~~~~~~~~~~~~

plain Com
Com Complain plain

About twice a month I pay the Post Office 20¢ for a newsletter sent with 25postage. Folks, anything over 3 pages cost more then 25. Now I know the LA 99ers may be considered a big UG, and 40¢ week isn't big money...But I personally am paying for it and I won't ask them for a check for 40¢ but come-on folks, let's be fair. 'Nuff said? Me too. cdm

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JOAN sez: My niece was leaving our house, when I suggested she s listen to a certain radio station.

"OK", she agreed

"Is it on A.M. or P.M."?

Hints when Trouble-shooting

"Don't overlook the obvious". This advice comes from PC Novice, Nov. issue (an excellent magazine for beginners and near-beginners).

After swearing and rereading all the commands you've entered 1,000 times, you neglected to notice that the printer was out of paper.

Some good rules all:

1) "Try everything twice." You may have unknowingly pressed a wrong kay).
2) "Look for all the dumb errors first". (Like commands mis-spelled, or transposed).
3) "Then look for the subtle ones" (below are a list of some).

: ;	. ,	l 1	I 1
8 B	h A	(<	+ *

Here's another hint...when:

RUNNING NEW PROGRAMS

(This is of course AFTER you have made a back-up copy!) LEARN HOW TO EXIT! - THIS IS VERY IMPORTANT.

A time may come while you are in a program when you may have to run an important errand...format a disk...or let your companion use the computer for a moment. To exit the program incorrectly you could:

a) cause you to lose data,
b) destroy your program.

(I have a D & D game that you CANNOT leave the game during a battle. To try is to lose the CURRENT game) Whatever you do:

DON'T PULL THE PLUG!

~~~~~~~~~~~~~~~~~~

JOAN Sez: Melissa, my 3 year old niece who has a problem saying sucker, at least has the right idea (according to W.C. Fields)when she sez, "Never give a suck an even break."

WORTHLESS INFORMATION

Most of us are aware that in directing error messages, ie: "ON ERROR GOTO" ,etc. we can use as return commands:

```
RETURN
RETURN <linenumber>
RETURN NEXT
```

I wondered if these commands are also valid in a normal GOSUB. So I wrote the following to test it.

```
10 PRINT "LINE 10"
20 GOSUB 100 :: PRINT :"PRIN
T "LINE 20" :: END
30 PRINT :"LINE 30" :: END
100 INPUT "PRESS A KEY":K$
110 RETURN NEXT
```

Results:

```
IBM "SYNTAX ERROR"
TI  "* Return Without Gosub
     in 110
```

I also tried line 110 RETURN 30 with the exact same results.

~~~~~~~~~~~~~~~~~~

This should be considered OLD NEWS but bares repeating; "BYTEMONGER" reminds us that "TRITON, a major marketer of TI Equipment and Software has announced they will no community. (They) refer callers to TM Direct Product Marketing (Jim Peterson) at 1-800-336-9966

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A quote from R.A.Green of OTTAWA:

"I haven't lost my mind! I've got it archived on a disk here somewhere."

"Either that or I've accidently uploaded it ti CompuServe"

(ED. Most of us in the active TI community can identify with you, Mr. Green (or can I call you R.A.?)

I'm out of coffee,
See you next month
at the Cracker Barrel
~~~~~~~~~~~~~~~~~~

Bonus Page
The Cracker Barrel

DM-1000 (OPTIMIZIING)

I keep learning things. From an article in the North County 99er's newsletter, comes item, originally credited to a 1988 CINDAY article regarding "OPTIMIZING" (un-fracturing programs on a disk by recopying them "file by file" (that's Opt. 1 in DM1000) to a clear disk). This should have been obvious to me, but as I am always looking for unique ways of doing things, I've made it a habit to save the program in MERGE format, then recopying it again in the normal way. (This is still a good way to unfracture a single program).

For those interested in trying this system use:

```
SAVE DSK1.filenameX,MERGE
NEW
MERGE DSK1.filnameX
SAVE DSK1.filename
```

SUPPLEMENTAL:

Richard Hay decided to check if the DM1000 file-copy method for "OPTIMIZING" (un-fracturing) files was effected by the size of the file on the disk. He..."file copied four disks and checked each copy with ADVANCED DIAGONOSTICS with the following results:

Disk	Used	NoFiles	Fractured Files Orig.	FileCopy
1	826	63	4	0
2	651	22	3	0
3	921	92	4	0
4	184	22	10	0

GOOD NEWS

If the world is getting you down call the POPE on a new 900 pipeline run by SPRINT USA. It features Pope John Paul II's daily message and it costs $2 for the first min. and 95 each additional Min. The Pope records his own messages. Call:

1-900-230-POPE

Poor Color On Your Screen?

Bob Wheeler called about "...the poor color quality he get's on his TV." By phone it impossible to know if the colors are adjusted properly, or what the problem is. So I wrote this short program to display color bars on the screen, and also to display a sentence in the various. The results show:

* In solid colored bars, the colors are GREAT!
* The sentences leave a lot to be desired. (of course a Hi-Rez TV would sure help!)

Try the program on your set (Note: color 15 is best for background.)

```
10 CALL CLEAR
20 CALL SCREEN(15):: CH=40
30 FOR N=2 TO 14
40 CALL COLOR(N,N,N)
50 CALL HCHAR(N,8,CH,20)
60 CH=CH+8
70 NEXT N
80 FOR D=1 TO 900 :: NEXT D
90 ! ---program #2---
100 CALL CLEAR :: C=2 :: CAL
L CHAR(42,"FFFFFFFFFFFFFFFF"
)
110 FOR N=2 TO 14
120 CALL COLOR(N,C,1)
130 NEXT N
140 DISPLAY AT(12,3):"FOREGR
OUND COLOR IS";C
150 CALL HCHAR(14,5,42,22)
160 GOSUB 200
170 C=C+1 :: IF C>16 THEN EN
D
180 GOTO 110
190 ---subprogram---
200 DISPLAY AT(24,2):"Press
<ANY> key when ready"
210 CALL KEY(0,K,S):: IF S=0
 THEN 210
220 RETURN
```

NEWS ITEMS

Today's scores are 104 to 103 and 99 to 111. Weather across the nation...sunshine, rain or snow.

[See ya next month ... Chick]

KIDS **********

* HARK THE HERALD ANGELS SING *
A Christmas Music Program

```
1 ! SAVE DSK1.HERALD
100 !-*-hark the herald-*-
110 ! by Vincent Maker
    via TIsHUG News Digest
120 ! and enhanced by
130 !-*-Chick De Marti-*-
140 !
150 CALL CLEAR
160 CALL SCREEN(2):: CALL MA
GNIFY(2)
170 FOR I=1 TO 14 :: CALL CO
LOR(I,16,2):: NEXT I
180 CALL CHAR(140,RPT$("F",1
6))
190 CALL COLOR(0,3,2)
200 CALL HCHAR(20,9,94,16)
210 CALL HCHAR(19,10,94,14)
220 CALL HCHAR(18,11,94,12)
230 CALL HCHAR(17,12,94,10)
240 CALL HCHAR(16,13,94,8)
250 CALL HCHAR(15,14,94,6)
260 CALL HCHAR(14,15,94,4)
270 CALL HCHAR(13,16,94,2)
280 CALL HCHAR(21,16,72,2)
290 CALL HCHAR(22,16,72,2)
300 CALL HCHAR(23,1,140,64)
310 CALL SPRITE(#21,42,12,81
,122,0,0)
320 GOSUB 960
330 ! ---main program---
340 A=250 :: B=500 :: C=750
:: D=1000 :: FLAG=0
350 FOR I=1 TO 2
360 CALL SOUND(B,196,V)
370 CALL SOUND(B,262,1)
380 CALL SOUND(C,262,V)
390 CALL SOUND(A,247,V)
400 CALL SOUND(B,262,V)
410 CALL SOUND(B,330,1)
420 CALL SOUND(B,330,V)
430 CALL SOUND(B,294,V)
440 IF FLAG=1 THEN 530
450 CALL SOUND(B,392,V)
460 CALL SOUND(B,392,1)
470 CALL SOUND(C,392,V)
480 CALL SOUND(A,349,V)
490 CALL SOUND(B,330,V)
```

```
500 CALL SOUND(B,294,V)
510 CALL SOUND(D,330,V)
520 FLAG=1 :: NEXT I
530 CALL SOUND(B,392,V)
540 CALL SOUND(B,294,V)
550 CALL SOUND(C,294,V)
560 CALL SOUND(A,262,V)
570 CALL SOUND(B,247,V)
580 CALL SOUND(B,220,V)
590 CALL SOUND(D,196,V)
600 FOR I=1 TO 2
610 CALL SOUND(B,392,V)
620 CALL SOUND(B,392,1)
630 CALL SOUND(B,392,V)
640 CALL SOUND(B,262,V)
650 CALL SOUND(B,349,V)
660 CALL SOUND(B,330,1)
670 CALL SOUND(B,330,1)
680 CALL SOUND(B,294,V)
690 NEXT I :: FLAG=0
700 FOR I=1 TO 2
710 CALL SOUND(C,440,V)
720 CALL SOUND(A,440,1)
730 CALL SOUND(B,440,V)
740 CALL SOUND(B,392,V)
750 CALL SOUND(B,349,V)
760 CALL SOUND(B,330,V)
770 CALL SOUND(D,349,V)
780 CALL SOUND(B,294,V)
790 CALL SOUND(A,330,V)
800 CALL SOUND(A,349,V)
810 CALL SOUND(C,392,V)
820 IF FLAG=1 THEN 880
830 CALL SOUND(A,262,1)
840 CALL SOUND(B,262,V)
850 CALL SOUND(B,294,V)
860 CALL SOUND(D,330,V)
870 FLAG=1 :: NEXT I
880 CALL SOUND(A,262,1)
890 CALL SOUND(B,262,V)
900 CALL SOUND(B,294,V)
910 CALL SOUND(D,262,V)
920 FOR DELAY=1 TO 600
930 NEXT DELAY
940 GOTO 340
```

(Continues page 16)

PERSONAL AUDITOR
HOME ACCOUNTING SYSTEM

For a limited time, the some Personal Auditor that was rated "A" in performance by MICROpendium publisher John Koloen can be yours for only $9.00. Yes, you read it right! Just $9.00 is all you need to purchase a copy of the most complete cash, checking, & creditcard management system available for the TI-99/4A.

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11/90

NEW/AGE SPECIAL

* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 *

GOOD, BETTER, BEST!

There is only one program in the TI disk community that is (as my 5th-grade pupils would say) "totally wicked awesome rad to a gnarly degree." I agree with the sentiment, if not the mode of expression.

Nothing else in our world computer community has equalled the impact of the FUNNELWEB environment created for us by Tony McGovern and his son, Will. These two Australian geniuses (and I do not use the word lightly) put together what all of us deemed impossible for the TI.

FUNNELWEB just grew and grew. The original American release was a TI WRITER and EDITOR ASSEMBLER combo, more or less (actually more). Next version a few months later contained a bit more with lots of enhancements of what went on before. TIW, for example, does not contain a ruler or address recall or macro-key CAPS or LC. Tony put all these things in fairly early versions, all of which we take for granted in our word processing activities. The environment always loaded by either E/A or XB, thus making it ideal for supercarts (again from earlier versions) or RAMs or whatever device hardwarers could devise. Then things like Disk Manager 1000 and Diskpatch were added and modified. As were loaders for c99, FORTH, etc. Each time Tony (primarily) would unravel the complexities caused by these needs and create new and better solutions than dreamed possible.

When he came up with the windowing effects for the CONFIG program, for example, which established a profound systems configuration (still able to be ported *en masse* to any newer version, I felt he had reached his peak. Boy, was I ever wrong.

FUNNELWEB is not a program. It is an environment which gives you, the user, some great computing tools in such a complete package that it becomes almost impossible to do without them after using them.

Probably 80% or more of normal (non-programmer) use of computers - expecially the TI - is word processing. People need to communicate. FUNNELWEB turned TIW into a great word processor, adding so many features that should have been in the original cart/disk combo that when you go back to that combo you are apalled at its limitations. As I say, we have become spoiled by Tony and take for granted what is surely a remarkable achievement.

Much as I ♥ my TI, I know that if FUNNELWEB did not exist I would no longer be TIing. I couldn't. FWB's a structure equal to the best that any home computer has to offer its users at any price.

Let's face it. It serves as a Master DOS. What does a Disk Operating System do? Well, it lets you load up other programs, primarily, or lets you handle some disk management tasks. FWB does all that as a sideline.

With the new 4.31 FUNNELWEB the console 99 disk user has just leaped quantumly into an exciting era. The 40-column (standard) TI computer fan now has available to him or her a package heretofore only available to non-standard 80-col upgraders.

Before I go on, I'd like to say:

STOP!

The bad news is this: Will went over to the Amiga a long while ago. and his father will be following shortly. This will mean that the greatest single piece of software for the TI will no longer grow; nor will we be seeing any other pieces come from Funnelweb Farm; nor will there be any more great tutorials (particularly those on exploring XB). This is not only BAD news, it is HORRIBLE news. Not that I can blame Tony. Although close to 100% of all TI disk users use FWB and its

upgrades, an extremely small number has ever paid the author a penny - and a tinier number, still, has ever given a second contribution (though the original to present upgrade is similar to the difference between my salary and Donald Trump's). And a tinier number, still, have ever written to Tony to tell him how much they use and appreciate FUNNELWEB and all the other great things he has done for us.

Remember, this is not commercialware. Fairware authors need and deserve our support. Fairware authors of the stature of Tony McGovern have earned massive support financially and socially. They just don't get it.

I urge every user group to "charge" a minimum $10 copying fee to each member for this upgrade and send the entire collected sum to Tony. Send a group letter. Write him up in your newsletter. Let's let '91 be the Year of the McGovern. Even more, I urge every single reader to sit down at your first opportunity and write (probably using FUNNELWEB) a supporting letter, enclosing the largest cash (certified check, international coupon, money order) contribution you can really afford. It'll still be cheaper than anything you'd have to pay for that would be in the same league as FUNNELWEB (if such a thing exists). People couldn't wait, for example, to shell out $60 for PRESS (sight unseen) or $25 to $60 for data bases. Many of our game cartridges cost at least five times what some consider a "fair" price to pay for the finest piece of software ever for the TI.

How about this for a rule of thumb? Take the most expensive piece of software you ever bought (and probably don't even use anymore) and double it. Send that as a donation. Remember what you paid in those pre-inflationary days for LOGO and MULTIPLAN and TI WRITER and DISK MANAGER II and E/A and whatever?

Well, the new FUNNELWEB has so many new features that most of those expensive cartridges and upgrade disks can be chucked in the basket.

What's your TI worth to you? What'll it be worth to you down the road with Tony McGovern gone? Decide soon about your commitment and make the investment today in your future.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

So what are a few of these outstanding features? Well, for one, there is no more Disk Manager 1000 nor Disk Patch, because the new Disk Review performs all the functions of both (and then some) from within the FWB environment, including COPYING FILE BY FILE (to eliminate fractures) WHOLE DISKS TO MULTIPLE DRIVES! So stick a disk in Drive 1 and copy to Drives 2, 3, AND 4, while you go comb your wallaby. Disks can be FORMATted to Quad density, if you have the right controller. Any program can be RUN right out of DR, including the huge IV254s. The Quick Directory now lets you mark a file from WITHIN the FORMATter or ASSEMBLER. And the disk editing functions are plentiful and profound.

The whole FUNNELWEB 4.31 environment is profound. You'll realize this immediately when you see BOTH central menus displayed on the screen simultaneously and you just have to move the cursor around to either RUN the program (or VIEW and/or PRINT the text file).

This is a must for eveyone!

Get it from your user group today, being aware that everything worthwhile in life costs.

(If you use MBW-A68/99 please put me on your exchange list.)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

TI-BASE V3 INDEX
by Jerry Keisler

#FRG 3-26 4-6
$ 6-2.4
$SCRATCH 6-5.15
* MULTIPLY 3-13
** EXPONENTIATION 3-13
+ PLUS 3-13
- MINUS 3-13
/ DIVIDE 3-13
; SEMICOLON 3-18
< GT GREATER THAN 3-13
<> NE NOT EQUAL 3-13
= EQ EQUAL 3-13
> LT LESS THAN 3-13
ALOG 3-13
AND 3-13
APPEND 1-2 3-5 3-6 4-1
APPEND BLANK 3-6 4-1 5-3
APPEND FROM 6-5.16
APPEND FROM 6-6.16
ARITHMETIC 3-13 5-8
ATAN 3-13
AVERAGE 6-3.9
BFRS 3-26 4-6
BODY 6-6.17
BOOLOAN 1-3 3-13
BOTTOM 4-1
BREAK 3-20 4-1 5-5
CASE 3-20 4-1 5-5
CASE SENSITIVITY 6-2.4
CATALOG 3-24 4-1 6-3.6
CHANGE 4-1
CHARACTER 3-3 3-12 3-13
CHARACTER HANDLING 3-13
CLEANUP 6-6.17
CLEAR 3-22 4-2
CLEAR LOCAL 3-11
CLOSE 3-9 4-2 6-2
CLOSE ALL 3-9
COLOR 4-2
COMMAND FILE 1-3 5-3 A-2
COMMAND LANGUAGE 3-18
CONCATENATION 1-2 3-13 5-9
CONTROL KEYS 6-5.14
CONVERT 3-27 4-2
COPY 3-25 4-2
COS 3-13
CREATE 4-3
CREATING LOCALS 3-10
CREATING a data base 3-3
CRLF=ON/OFF 6-4.11
CURSOR 3-2
DATA FILE A-1
DATADISK 3-1
DATE 2-3 3-2 3-3 3-12 3-13
DAY 3-13
DEFAULT VALUES 3-2
DELETE 4-3 5-5 6-3.5
DELETE DATABASE 3-6 3-25
DELETE FILE 3-25
DELETE RECORD 3-7 3-25 6-3.5
DISK CATALOG 3-24
DISK INITIALIZATION 3-24
DISPLAY * 6-4.11
DISPLAY 3-14 3-15 4-3 4-4 6-4.13
DISPLAY ALL 3-14
DISPLAY STATUS 3-2
DISPLAY STRUCTURE 3-5
DISPLAYING DATA 3-14
DIVIDE 3-13
DO 3-19 4-4
DOCASE 4-4 5-5
DOT PROMPT 1-2 6-4.12
DRIVER 1-3
ECHO 3-24
EDIT 3-6 4-4
EJECT 3-15 4-4
ELSE 3-20 4-4
ENDCASE 3-20 4-5 5-5
ENDIF 3-20 4-5
ENDWHILE 3-21 4-5
EOF 3-12
EQUAL 3-13
ESCAPE 5-13
EXTERNAL FILES 3-27
FILENAME LENGTH 6-2.1
FIND 3-8 4-5 5-6
FOOTER 6-6.17
FOR 3-11 3-15 4-4 4-9
FORMAT 3-24 4-5
FORMAT= 6-4.11
GO 3-25 6-3.10
GREATER THAN 3-13
HARDCOPY 3-26
HEADER 6-6.17
HEADING 1-3 3-1
HELP 2-3
HELP FILE A-2
IF 3-20 4-5
INITIALIZATION, DISK 3-24
INSTALL 6-8
INTERACTIVE 1-3
INVERSE=ON/OFF 6-4.11
LEFT 3-26 4-6
LEN 6-2.4
LESS THAN 3-13
LIST 3-26 4-5 6-7
LITERALS 1-2 3-11 3-12 6-2.2
LOCAL 1-3 3-9 3-10 4-3 4-6
LOCAL SPACE ALLOCATION 3-11
LOCALS, CREATING 3-10
LOG 3-13
LOGICAL 1-3 3-13
LONG LINES 3-18
LSPACE 3-2
MACRO 6-8 6-9
MATH FUNCTIONS 3-13 5-8
MEMORY 3-26 4-6 5-1
MINUS 3-13
MODIFY 4-6
MODIFY COMMAND 3-19 6-3.7
MONTH 3-13
MOVE 3-21 4-7
NESTED SORT 1-3
NEXT 6-6.17
NOT 3-13
NOT EQUAL 3-13
NUMERIC 3-3 5-8
NUMERICAL 3-12
OR 3-13
OVERLAY/P 3-1 A-3
PACK 3-7 4-7
PAGE 3-1
PARENTHESIS 3-11
PERIODS 3-11
PLUS 3-13
PRGDISK 3-1
PRINT * 6-4.11
PRINT 3-15 4-7 6-4.13
PRINTER 3-1 3-16 4-7 A-3
PRINTER CONTROL CODES 3-16 3-17
PRINTER=DISPLAY 6-4.11
PROGRAM FILE A-2
QUIT 3-9 4-7
READ 3-23 4-7
READCHAR 6-9.20
READSTRING 3-23 4-8
RECALL 3-7 4-8 6-3.5
RECNUM 3-2
RECOVER 4-8
REPEAT CHAR 6-4.13
REPLACE 3-10 3-11 3-12 4-8 5-8
REPORT 6-6.17
REPORT GENERATOR 6-6.17
RETRIEVING DATA 3-14 5-2
RETURN 3-10 3-19 3-21 4-9
SCROLL 3-22 4-9 5-6
SELECT 3-8 4-9
SEMICOLON 3-18
SET 2-4 3-2 4-9 6-4.11
SETUP 1-3 2-3 2-4 A-3 6-6.17
SIN 3-13
SIZE 3-26 4-6
SLOT 1-3 3-12
SNAP 3-26 4-9
SORT 3-7 3-8 4-9
SPACES 3-2 6-4.11
SQR 3-13
STATUS 1-3 4-3
STATUS LINE 2-4
STATUS, DISPLAY 3-2
STRING MATCH 6-2.4
STRING PARTICAL MATCH 6-2.4
STRUCTURE 4-3
STRUCTURE FILE A-1
STRUCTURE, DISPLAY 3-5
STRUCTURE, MODIFY 6-5.15
SUBSTR 6-3.6
SUM 3-18 4-10 6-3.8
SYSTEM FILES A-3
TALK 3-1 3-24
TAN 3-13
TOP 4-10
TRACE 3-22 4-10
TRACE 6-7
TRIM 3-13 5-9
TUTOR 2-1
USE 3-5 4-10
USED 3-26 4-6
VARIABLES 3-12 6-2.2
WAIT 3-21 4-10
WHILE 3-21 4-11
WRITE 3-21 4-11
X.-- 3-4
YEAR 3-13
! CONCATENATION 1-2 3-13 5-9
~ ARITHMETIC 3-13

6- Version 3 addations

Thanks to CIM 99 Club Informatique
Montreal, Canada

Traitement de données sur TI-BASE:

- Sixième partie: les fichiers de commande -

par André St-Aubin

Vous devriez maintenant connaître la facon de procéder pour faire un fichier de commande. Nous continuerons notre exposé en vous donnant quelques programmes de commande et en expliquant les directives que nous n'avons pas expliqué jusqu'ici.

Les fichiers de commande auront pour but d'accéder la base de données MEMBRES/D. Le prochain fichier de commande sera un programme pour imprimer les etiquettes d'adresses des membres de CIM.

NOTE: Une erreur s'est glissée le mois dernier dans cette chronique. En effet dans les exemples de commandes des "G" sont apparut à plusieurs endroits. Dans Prog. CIM/C NO.2 GSET aurait dû être SET, GTOP aurait dû être TOP et GMOVE simplement MOVE. Nos excuses à l'auteur.

```
* Prog  CIMLAB/C
* But   Imprimer les etiquettes
* Par   Monsieur KKK
* Date  03/09/90
SET RECNUM=OFF
SET HEADING=OFF
LOCAL PN C 40
LOCAL BL C 1
LOCAL MORE C 1
REPLACE MORE WITH "O"
REPLACE BL WITH " "
USE MEMBRES
SORT ON NOM
WHILE MORE <> "N"
CLEAR
WRITE 9,,6 "Quel Nom?"
READSTRING 9,,20,PN
FIND PN
IF EOF
   WRITE 20,4,"Je ne trouve pas cette;
fiche"
RETURN
ELSE
PRINT BL
REPLACE PN WITH TRIM(PRENOM);" ";
;TRI(NOM)
PRINT PN
PRINT ADRESSE
PRINT VILLE
REPLACE PN WITH TRIM(TEL)
PRINT PN
PRINT BL
```

(Continued next page)

```
ENDIF
WRITE 11,6 "Un autre (O/N) O"
READSTRING 11,21,MORE
ENDWHILE
CLOSE 1
RETURN
```

ADVERTISEMENT

INVITATION

TI00/4A USERS GROUP (U.K.) invites you to join with us, and receive our quarterly magazine, which will offer at least 60 pages per issue of largely new or little published information of interest to all TI99/4A owners.

We are now entering our eight year of operation, with around 150 members, at present mostly in the U.K.,and about half our membership unexpanded. Our membership subscription is 15 Pounds Sterling per year by seamail, or 18 Pounds Sterling by airmail.

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Peter Walker Esq, 24 Bacons Drive, Cuffley, POTTERS BAR,
Herts, ENGLAND, EN6 4DU

OZARK 99er NEWS (HINT #3)

If you have tried to play SOLITARE, but it won't load from XBasic, load it from FUNLWEB, option 3.

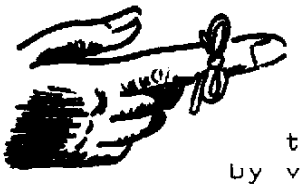
Attributed to Henry Beersman.

* * * W A N T E D * * *

TI-Flex Cable (fire hose) for the PE box. by:
J. C. WAGNER
1936 W. 259th Pl.
Lomita, CA 90717
or phone (213) 524-5386

****

Just a reminder:



There will no meeting this December by vote of those present at the last meeting.

~~~~~~~~~~~~~~~~~

(Continued from KIDS KORNER)

```
905 !---title screen---
906 DISPLAY AT(3,1):"HARK TH
E HERALD ANGELS SING ---- --
- ------ ------ -----"
970 DISPLAY AT(5,1):"    (fe
lix Mendelssohn)      Progra
m by Vincent Maker:
980 FOR S=1 TO 20
990 R=INT(RND*10)+1
1000 C=INT(RND*220)+10
1010 CALL SPRITE(#S,46,16,R,
C,+5,0)
1020 FOR DX=1 TO 20 :: NEXT
DX
1030 NEXR S
1040 RETURN
```
~~~~~~~~~~~~~~~~~

MERRY CHRISTMAS ------- HAPPY NEW YEAR

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12/01/90

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123	ARTIST FONTS #5	Asgard Software	7.00	2	2
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84	ARTIST INSTANCES #4	Asgard Software	6.95	2	1
85	ARTIST INSTANCES #5	Asgard Software	7.95	2	2
87	ARTIST INSTANCES #7	Asgard Software	7.95	2	1
88	ARTIST INSTANCES #8	Asgard Software	7.95	2	2
89	ARTIST INSTANCES #9	Asgard Software	6.95	2	1
107	ARTIST PRINT SHOP	Comprodine Inc.	25.00	4	2
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105	CARD FLYER GRAPHICS	Comprodine Inc.	10.00	2	1
69	CARDS 4ALL OCCASIONS	Comprodine	10.00	2	1
127	CASSETTE LABELLER	Asgard Software	10.00	2	2
169	CASSETTE SYSTEM	Mickey Schmitt	9.95	6	6
113	CERT.'99! COMP #1	Great Lakes Software	10.00	2	3
114	CERT.'99! COMP #2	Great Lakes Software	10.00	2	3
112	CERTIFICATE '99! 2.0	Great Lakes Software	20.00	2	2
110	CHAINLINK	JP Software	12.00	2	3
116	CLIP ART DISK #2	Great Lakes Software	10.00	1	3
67	COLOR CARD	Comprodine Inc.	25.00	2	1
68	COLOR FLYER	Comprodine Inc.	20.00	2	2
128	COLUMN ATTACK	Asgard Software	5.00	2	2
73	DINOSAURS	Asgard Software	9.95	3	3
20	DISKASSEMBLER V1.0	Millers Graphics	20.00	4	1
70	DISKASSEMBLER V2.0	T and J Software	20.00	4	1
33	DISPLAY MASTER	Inscebot Inc.	15.00	2	5
129	DOOM GAMES I	Asgard Software	7.95	2	1
130	DOOM GAMES II	Asgard Software	7.95	2	1
131	DOOM GAMES III	Asgard Software	7.95	2	1
132	ELECTRONIC GOURMET 1	Asgard Software	5.00	2	1
117	EX.BUSINESS GRAPHICS	Great Lakes Software	10.00	2	2

23	EXPLORER	Millers Graphics	22.50	8	1
158	EXPLORER DSDD	LA99 Users Group	17.50	2	2
159	EXPLORER DSSD	LA99 Users Group	20.00	3	2
160	EXPLORER SSSD	LA99 Users Group	25.00	5	2
78	EZ-KEYS PLUS	Asgard Software	14.95	4	2
9	FIRST BASE V1.1	JP Software	49.95	13	2
13	FONT PACK #1	JP Software	10.00	2	2
14	FONT PACK #2	JP Software	10.00	2	2
34	FONT WRITER II	Asgard Software	9.95	3	1
65	FORM SHOP	Comprodine Inc.	15.00	2	1
43	FORTH BEGINNERS	LA99 Users Group	3.00	2	3
44	FORTH NOTES #1	LA99 Users Group	3.00	2	3
45	FORTH NOTES #2	LA99 Users Group	3.00	2	2
46	FORTH NOTES #3	LA99 Users Group	3.00	2	1
47	FORTH NOTES #4	LA99 Users Group	3.00	2	10
48	FORTH NOTES #5	LA99 Users Group	3.00	2	4
49	FORTH NOTES #6	LA99 Users Group	3.00	2	16
50	FORTH NOTES (#1-#6)	LA99 Users Group	12.00	10	1
95	GENIAL TRAVELER #1	Genial Computerwqre	30.00	7	2
96	GENIAL TRAVELER #2	Genial Computerware	30.00	7	2
64	GIANT ARTIST POSTER	Comprodine Inc.	15.00	2	4
15	GPL ASSEMBLER V2.1	Ryte Data	20.00	2	2
59	GPL INTERN BOOK	VTH	12.00	13	6
17	GPL LINKER	Ryte Data	20.00	2	2
16	GPL OPCODES	Ryte Data	20.00	4	2
42	GPL SET (12,16,17)	Ryte Data	50.00	7	1
54	GRAM KRACKER FACTS	LA99 Users Group	6.00	4	3
6	GRAM PACKER	JP Software	10.00	2	1
21	GRAM UTILITY I	Millers Graphics	12.50	1	1
5	GRAPHICS EXPANDER	JP Software	10.00	2	2
139	GRAPX SIDESHOW	Asgard Software	6.00	2	2
52	HANDY REFERENCE	LA99 Users Group	3.00	2	5
171	HARDBACK	T and T hardware	15.00	2	2
61	HARDWARE REPRINT	Chicago Users Group	8.00	13	2
140	HIGH GRAVITY	Asgard Software	4.95	2	1
4	HYPERCOPY	JP Software	20.00	2	4
111	IDENTIFILE	JP Software	15.00	2	1
62	JIFFY CARD	Comprodine Inc.	15.00	2	3
63	JIFFY FLYERS	Comprodine Inc.	10.00	2	2
38	JOY PAINT 99	GreatLakes Software	24.95	3	3
115	JOY PAINT'S PAL	Great Lakes Software	10.00	2	3
155	KARATE CHALLENGE	Asgard Software	10.00	1	2
80	LEGENDS	Asgard Software	22.95	5	2
101	LEGENDS II: SEQUEL	Asgard Software	17.95	4	1
106	LIVING TOMB	Comprodine Inc.	15.00	2	1
1	MAXFLIX PROFESSIONAL	JP Software	20.00	2	1
22	M0 GAMES	Millers Graphics	20.00	1	2
156	MISSION DESTRUCT	Asgard Software	10.00	2	2
108	MUSIC PRO	Asgard Software	17.95	3	2
125	MY-ART COLORING BOOK	Asgard Software	10.00	2	1
55	NEWLETTER BEST	LA99 Users Group	3.00	3	11
56	NEWLETTER BEST DISK	LA99 Users Group	6.00	4	4
37	NIGHT MISSION -case	Millers Graphics	20.00	8	2
24	NIGHT MISSION -disk	Millers Graphics	20.00	8	3
142	OLIVER'S TWIST	Asgard Software	8.00	2	2
170	PAGE PRO BORDERS	Asgard Software	7.95	2	1

143	PAGE PRO99 UTILITY	Asgard Software	14.95	2	2
60	PERSONAL AUDITOR	PRK DataBasic	15.00	6	2
162	PICASSO 2.0	Asgard Software	14.95	2	1
163	PICASSO BORDERS	Asgard Software	7.95	2	2
164	PICASSO ENLARGER	Asgard Software	9.95	2	2
165	PICASSO UTILITIES	Asgard Software	9.95	2	1
40	PICTURE IT	Comprodine Inc.	10.00	3	6
2	PICTURE TRANSFER	JP Software	30.00	2	4
93	PREDITOR	Asgard Software	19.95	3	2
66	PRINT-IT	Comprodine Inc.	13.00	3	3
74	QUICK RUN	Asgard Software	9.95	2	6
79	RAM$BOOT	Asgard Software	9.95	2	1
145	RECEIPT WRITER 2.0	Asgard Software	14.95	2	1
10	REMIND ME!	JP Software	15.00	2	5
167	SPELL IT! DSDD	Asgard Software	19.95	2	2
146	SPORT PICS	Asgard Software	10.00	2	1
25	SPRITE PROGRAM BOOK	Millers Graphics	8.00	5	8
147	STAMP MANAGER	Asgard Software	9.95	2	1
36	STRING MASTER	ByteMaster Computer	18.00	6	2
18	SUPER CLOCK SUPPORT	Ryte Data	15.00	2	2
94	THE BUGGER	T and J Software	18.50	4	2
149	THE VOLCANO FORTRESS	Asgard Software	12.00	2	1
32	TI ARTIST EXTRA	Inscebot Inc.	7.95	2	2
35	TI BASE V3.0	Inscebot Inc.	24.95	6	4
98	TI-SORT V1.02	Inscebot Inc.	14.95	6	4
102	TI-WRITER SUPPLEMENT	Chicago Users Group	7.00	8	2
148	TOD EDITOR 3.0	Asgard Software	19.95	2	1
151	TOTAL FILER	Asgard Software	10.00	2	1
27	TPA APPRECTICE	McCann Software	30.00	5	1
28	TPA FONTS #1	McCann Software	12.00	2	1
3	TRIAD	JP Software	20.00	2	4
75	TYPEWRITER 99 DISK	Asgard Software	14.95	3	3
166	USING PICASSO	Asgard Software	5.95	2	2
53	UTILITY PROGRAMS	LA99 Users Group	9.00	5	4
99	WACKEY WORLD	LA99 Users Group	3.00	2	1
104	WAR ZONE	Comprodine Inc.	10.00	2	1
152	WITCH BREW	Asgard Software	8.00	2	1
153	WIZARD"S END	Asgard Software	9.95	2	1
8	XB-BUG	JP Software	15.00	2	4
7	XBASHER	JP Software	10.00	2	4
154	ZOOM FLUME	Asgard Software	8.00	2	2

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8130 **TIPS V1.6/ER** Has been improved by Earl Raguse but still Ron Wolcott wonderful program THAT WILL PRINT Banners. Signs, Greeting Cards, Address Labels and more. I made my grandchildrens pictures on their "T" shirts. A great hit.

Almost all printing speeded up.
Quicker loading.
The HOR increased to 15 characters/line.
All keys are "HOT"
Menus are caped.
All disk access may specif a drive.
List to screen.
Less screen clutter.
ACCEPT AT is now used.
TIPSSHOW now let you select Drive#.
Tips to PAGE PRO loader.
Tips to TI-ARTIST converter.

Not only has Earl improved TIPS he has also included a special disk for just making LABELS and another disk includes FONTS.

18 more pictures files each with about 100 pictures has been added. That brings our pictures files to 44 that over 4000 pictures. Each disk (DSSD) has two pictures files on it about 26 DSSD disks in all.

The following list are the pictures file name that we have. If you have any picture file that we do not have we would be glad to exchange sell or buy.

02AZ	C1AZ	GAAZ	GRHL	GTAZ
12AZ	C2AZ	GMAZ	GRLM	GWAZ
15AZ	C3AZ	GPAZ	GRMO	H1AZ
21AZ	C4AZ	GRAB	GROP	H2AZ
25AZ	C5AZ	GRBC	GRPR	PGAZ
32AZ	C6AZ	GRCC	GRRS	
42AZ	FN11	GRCD	GRSS	
45AZ	FN22	GRDF	GRST	
46AZ	FN33	GRFG	GRTW	
48AZ		GRGH	GRWZ	

DON'T WORRY
BE HOPPY
DON'T BE
SO JUMPY

I'D LIKE
TO NIBBLE
ON YOUR
EAR BABY

COOKIES

FRED MOORE
7730 EMERSON AVE.
LOS ANGELES, CA
90045

TI Print Shop

I have been fooling around with TIPS for christmas gifts for my grand childrens making pictures on "T" shirts. It make a great hit with them. They have over 4000 pictures to choose from. I put several pictures on a Tshirt. Just get your self a heat transfer ribbon for your printer they come in several colors.

The following is the procedure I used.

1 Put TIPS1%6/ER in drive #1.
2 Put IMAGE disk in drive #2. That a disk that has files such as GRGHTXT and GRGHXXX on it.
3 Use Extended Basic Module. It will automatic load TIPS.
4 Select #1 TIPS. About 30 sec to load.
4 Press any key unless you want to read the DOCS.
5 Enter 0 to 9 fonts. I used 1.
6 Input FONTTIPS Drive #. I used 1 again.
7 Characters in font 1 is shown. After charge song press any key.
8 Enter Drive # for Images. I used drive 2. press 2.
9 Enter 2 Char Image Prefix. I used GR. There are over 44 Inages Files. See #2.
10 After Files are displayed choose I (for Image)
11 Image name. I used GOLFERS. If you don't know the name choose L (list).
12 Choose V (view) to see picture on screen.
13 Choose S (sign).
14 Choose H (heat). This will print your picture reversed.
15 Make sure your printer is on and you has installed the HEAT TRANSFER ribbon.
16 Choose I (image). And away we go.
17 To put a name under the picture choose H (header). This will print Large letters 15 Max.
18 Type in your name. It will automatic center.
19 To print small letters press M (message). Up to 28 characters can be used. Also automatic center.
20 Now you need to IRON your paper picture on will a hot iron on the "T" Shirt.
21 You can make several pictures using the above procedure. And Iron on Front and Back Etc.
22 If you want to print the picture regular not reversed go to item 14 and choose P (poster).
23 Use regular ribbon if you donot want HEAT transfer.

GOOD LUCK HOPE YOU HAVE GOTTEN THIS FAR

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CLUB MEETINGS

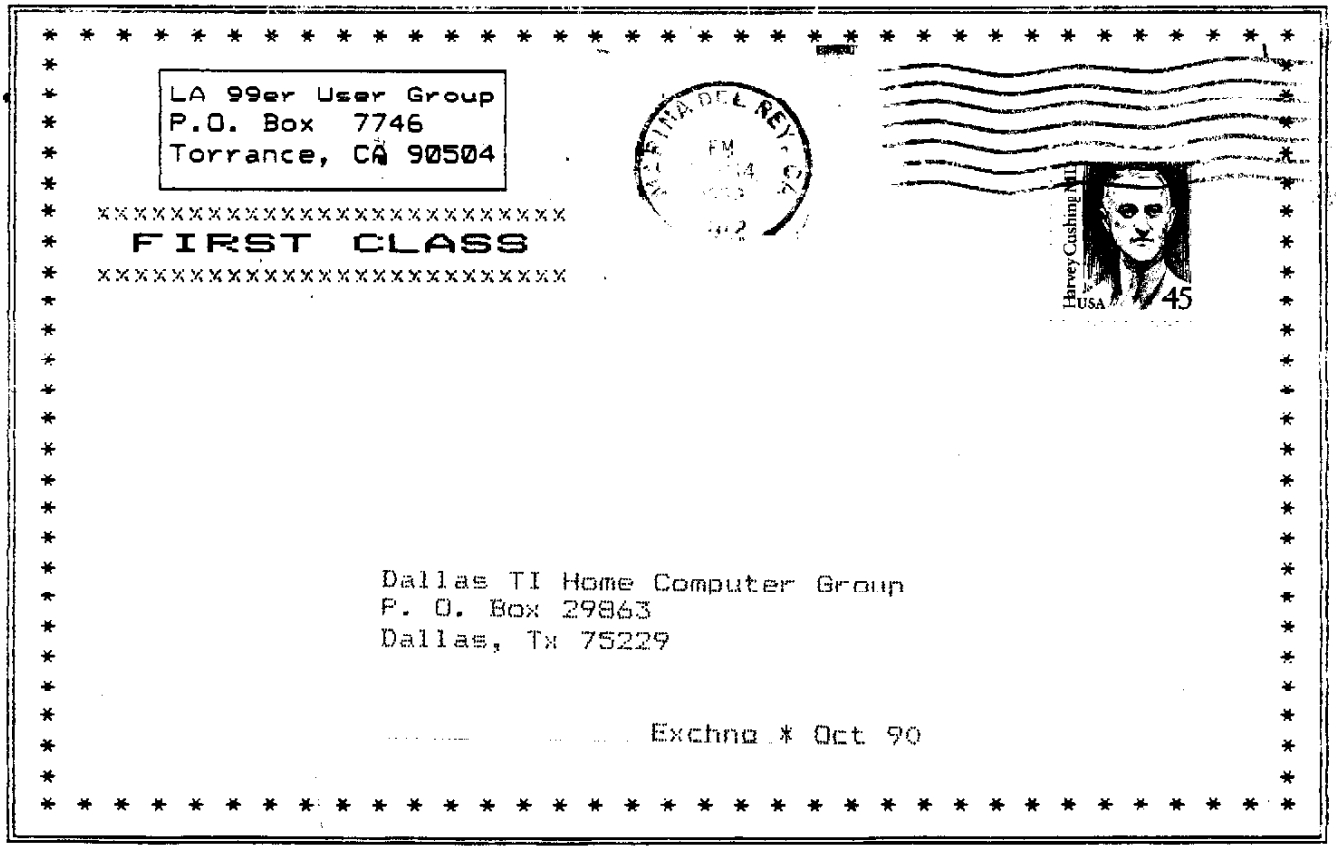
LA 99er User Group: Fourth Wednesday of each month, at 7:30 P.M. Torrance Library, 2031 Torrance Blvd, Torrance or contact: Pres. Ed May ... 213-644-6241

Pomona Valley 99er Computer Group (Chino, CA): For time and place of meetings call Pres. Bill Harms ... 714-628-1334

SFV-TI User Group (Tujunga, CA): For time and place of meetings contact Ray Kazmern ... 818-353-1164

User Group of Orange County (Huntington Beach): For time and place of meetings contact Ben Hatheway ... 714-622-2957

Brea User Group (La Habra, CA): For time and place of meetings contact Pres. Adrian Robinson ... 714-537-1839

Southern California Computer Group (San Diego, CA): For time and place of meetings contact Ken Hasting ... 619-292-9645

TI Riverside User Group (Riverside, CA): For the time and place of meetins contact Ed Butcher ... 714-686-0336