SLAVES

AND THE

OGDEN TI

USERS

GROUPS

NEWSLETTER

SEPTEMBER

1991

OK! BUSTER...
IF THAT AIN'T NOTHIN TO DO WITH THE TI
YOU'RE [illegible] THE WRONG LINE

TI-WRITER TIPS #3
- by Bob Seddon -

EFFECTIVE INDENTATION
part 1: the Editor

When you load the Editor you are in a new, as-yet-named file. If you call up the Tab line (CTRL c, T, Enter) you will see that the file has L at 0 and R at 79. Every 5th position is a Tab. There is also an an Indentation, but you can not see it because it is on the column of the L tab.

You can verify that there is, indeed, an I "beneath" the L tab by keying CTRL m. This command (New Paragraph) creates a Carriage Return at the location of the cursor, then drops the cursor down (to a newly-created blank line) to the preset Indentation. You will see that the cursor moves all the way to the L tab when it drops because the L tab and Indent are the same column in an unnamed file.

AUTOMATIC INDENTATION
of new paragraphs as you write
(I right of L; CTRL m)

You can reenter Tabs and make the I visible by typing "I" on any column not occupied by L or R, then keying Enter. Each time you reenter Tabs the I appears at its last set position.

Thereafter, when you key CTRL m the cursor drops down to the new indentation, not the L tab. CTRL m (New Paragraph), by rights, OUGHT to be named, "End a Paragraph by Making a Carriage Return, Create a Blank Line Beneath the Carriage Return, and Drop the Cursor to the I Column on that Blank Line".

You can change the position of I as many times as you choose, so long as you remember to delete the old I when typing in a new I; you can't have more than one. 0 and, perhaps, 3 are the most common for indenting. A negative indentation of -4 (when I is LEFT of L) is useful for outdenting lists; the other side of this sheet discusses outdenting.

ADDING INDENTATION
to one existing paragraph
(This method independent of I)
(CTRL o, g, r)

This transforms an unindented paragraph into an indented paragraph. It is manual and has nothing whatsoever to do with where I is on the Tab line. It is very fast for indenting one or two isolated paragraphs: position the cursor and make three keystrokes:

(1) Wordwrap must be on (solid cursor; CTRL 0 [zero, not the letter "o"])
(2) Use CTRL m to put a Carriage Return at the end of the paragraph so that when you Reformat (CTRL r) text below that paragraph will not also Reformat.
(3) Move the cursor to the place on the first line where you want the indentation to begin.
(4) CTRL o (the letter o, not the number 0) creates a blank line. In effect, it leaves the cursor on the same line number and same column position, but pushes all text below the cursor down a line.
(5) CTRL g (Insert). This command "breaks" the line, preparing it for Reformat. Admittedly, there is no text on the line to break but, nevertheless, CTRL g must precede Reformat.
(6) CTRL r (Reformat) reorders all text between the cursor and the Carriage Return such that the first line begins at the cursor (the indentation) and the remaining lines of the paragraph begin at the L tab.

REFORMATTING AGAIN AFTER
CTRL o, g, r

If you change your mind about the location of the indentation, key CTRL r again: text Reformats again, this time such that the indentation is destroyed: all lines in the paragraph (including the 1st) begin at the L tab.

Reformatting after a vertical arrow also destroys indentation. (see box at right)

ADDING INDENTATION
to several existing paragraphs
(I right of L; CTRL 4, r)

If you have a series of paragraphs (all ending in Carriage Returns) you can rapidly indent all of them, one by one:

(1) Reset I to the place where you want all paragraphs to be indented.
(2) Move the cursor to the first line of the first paragraph via NEXT (or LAST) PARA. NOTE: NEXT (or LAST) PARA must precede Reformat, otherwise the first line will not indent. In other words, you cannot move the cursor to the first line by arrow keys.
(3) CTRL r (Reformat) causes this first paragraph to indent to the Tab line setting.
(4) CTRL 4 (Next Paragraph) moves the cursor to the first line of the next paragraph; the cursor automatically stops on the correct place where indentation is to begin.
(5) Repeat (3), then (4), until you finish indenting all paragraphs.

REFORMAT AFTER NEXT/LAST PARA
CTRL 4, 6, r

The first line of a paragraph Reformats to I if CTRL 4 or or CTRL 6 is used to reach that line; if you key CTRL r a second time nothing happens.

If you change your mind about having an indented paragraph and want to Reformat again so that the first line begins at L rather than I you must travel through the vertical arrow keys:

REFORMAT AFTER UP/DOWN ARROW
CTRL e, x, r

The first line of a paragraph Reformats to L if CTRL e or CTRL x is used to reach that line; a second keystroke of Reformat does nothing.

If you did use arrow keys and do wish to Reformat to I, you can do so quickly with only 3 strokes: CTRL 4, 6, r.

OUTDENTING
(I left of L)

```
123456789 123456789 123456789
I...LT....T....T....T....T....T
```

The numbered lists used in this article are a good illustration of outdenting. By setting I left of L, the first line actually OUTdents relative to L, not INdents. The outdented part of the each first line contains the list's numbers; the text's body lines up vertically so that text does not appear beneath the numbers.

AUTOMATIC OUTDENTATION
of new paragraphs as you write
(I left of L; CTRL m)

This is the same procedure used to write a series of new indented paragraphs, except for I now being LEFT of L.

ADDING OUTDENTATION
to one existing paragraph
(This method independent of I)
(CTRL x, o, g, r)

After reformatting a paragraph so that the first line is correctly positioned for an OUTdent, you can laboriously INdent the remainder, line-by-line. Cursor horizontally to the correct column before doing the above little dance.

ADDING OUTDENTATION
to one existing paragraph
(I left of L; CTRL y, v, g, r)

If you set I left of L you can outdent the entire paragraph rather than do it line-by-line. I am including this only as an example of "how to get there from here". Since you must set I anyway, it is faster to use the methods after this one. In other words, there is a fast way to INdent a paragraph, (3 strokes) but no fast way to OUTdent a paragraph.

(1) Call up the Tab line (CTRL c, T, Enter)
(2) Type an I on column 0 and an L on column 4; Enter.
(3) To type in the numbers you need to begin the first line of each entry on column 0; however, left cursor movement is stopped by the L tab at column 4. You can override the L tab with L Margin Release, CTRL y.
(4) Cursor to column 0, CTRL v.
(5) CTRL g to "break" the line.
(6) Type in text on first line.
(7) The combination of Wordwrap and the L margin being on column four causes succeeding lines of the entry to begin on column four.
(8) You cannot Reformat the first line again without losing outdentation. You can Reformat repeatedly on any succeeding lines, down to the Carriage Return.
(9) If you accidently Reformat Line 1 you can repair the damage by repeating this same procedure, or, by using the following method, which is probably faster.

ADDING OUTDENTATION
to a series of existing
paragraphs
(I left of L; CTRL 4, r)

Except for I being left of L, this is the same method used when adding indentation to a series of existing paragraphs. The next method is more useful:

ADDING OUTDENTED NUMBERS
TO AN EXISTING LIST
(I...L; CTRL 4, o, (n), r)

This is the best procedure to use to modify a series of sentences to turn them into an outdented, numbered list. Basically, all you are doing is adding a number in front of each sentence, then moving the sentences right so they will all line up at a new L tab.

(1) Wordwrap on (solid cursor; CTRL O [zero, not "o"])
(2) Verify a Carriage Return at the end of every passage. Use CTRL m as needed.
(3) Tabs: (CTRL c, T, Enter)
(4) Type I on 0; L on 4; Enter.
(5) Cursor to 1st line via NEXT (or LAST) PARA.

> SEE NOTE in box on previous page prohibiting use of up/down arrow keys!

(6) Blank line with CTRL o (the letter, not zero)
(7) Type in (n), spacebar.
(8) Reformat (CTRL r).
(9) Next Paragraph (CTRL 4).
(9) Repeat (6) through (9) until you finish the list.

THREE WAYS OF PRINTING

These different ways of creating outdentation and indentation only do so on screen in the Editor. If you want to print work just as it appears on screen you have three options:

(1) Through the Editor (CTRL c, f, pf, Device Name, Enter)
(2) Through the Formatter (CTRL c, q, e, 2). Text on screen must be indented and Saved in the Editor and be preceded by .LM n;RM n;NF.
(3) Through the Formatter preceded by .LM +4;IN -4, followed by .LM -4;IN +4.

PRINTING VIA THE EDITOR
prints as on screen - not according to Tabs or Dots

If you use the PF (Print File) command in the Editor to print your work, the I setting on the Tab line IS NOT HONORED BY ITSELF; however, the actual indentations of each paragraph are. If you set an I some place on the tab line but do not also indent each paragraph, the printer will not indent the paragraphs either. The Tab line settings themselves are inconsequential, because the Editor prints as-is, merely reproducing whatever is displayed on-screen.

The Device Name for Parallel printers is PIO. [followed by CR (Carriage Return) or LF (Line Feed)]; for Serial printers it is RS232. MIO (Module Interface Output) is the Default Device Name for the WORDWRITER + cartridge.

PRINTING VIA THE FORMATTER
prints according to the Dots, not the Tabs Nor as on screen

The two ways of printing indentation through the Formatter [points (2) & (3) above] are discussed in Effective Indentation Part 2.

by Joe "Will" Masarone
Sec/Treas. SLaVes.

This is the question all SLaVe members must answer this November Officer elections are in November, but this year it is much more important. The continued existence of our TI group is at stake.

What's different?

The current group of officers have been in place, more or less, for three years. They/(we) are burned out. All have IBM clones (except me, but I'm looking), therefore, their interest is divided to non-existent.

What's needed?

Our group needs a "few good men" or women to carry the TI back into predominance. Yes we could use more new members, but first things first. We need a new game plan. Program demos are good, but you need to base our meetings on more and varied subjects. What good does our door prize do if after attracting people to our meetings we/I bore them to sleep!

What can I do?

First of all this "I" is the collective one not to be confused with this writer! (I told you I was burned out.) Nominate yourself for an Officer's position at this September meeting. Plan to re-think the whole group meeting format. Show the membership that the TI is still a viable machine that can do anything that the Clones can. Show us that speed isn't everything, graphic resolution is adequate, and the TI's monetary value versus performance far out weighs the Clones.

Why should I do anything?

(same type "I") Because I fear the Users Group will turn into an IBM group within This NEXT Year if things continue on as is. If this happens you ALL have been warned.

(This article was composed and written using the TI 99/4a)

NOTE FROM THE PRESIDENT

I would like to thank all those who helped to make our picnic a success. Warren and Wanda for the use of their backyard, tables, chairs, barbecue preparation of the sweet corn, fresh tomatoes plus the odds and ends needed. Renn and Cindy for the special chicken and the scrumptious dessert. Richard and Pam for the homemade Root Beer. Joe and Betty for the special disk give-a-way and organization efforts. Thanks to all User Group members who brought salads and finally to all who came and shared their time with us for a nice afternoon picnic. This month's meeting will be demo's by Alex and Mel. Come to see what their topics will be though I feel that Mel's will involve graphics.

THE MYSTERY OF CALL LOADS

From the SFV Times -- February 1989

Local Version edited by Renn Crump - TI SLaVes May 1989.

"Useful" X-Basic Call Loads.

```
CALL LOAD(-31804,A,B)==Same as using the command "BYE". (Also CALL PEEK(2,A,B).
CALL LOAD(-31961,51) ==END...Returns you to the title screen with graphics.
CALL LOAD(-31630,128)==END...Returns you to the title screen without graphics.
CALL PEEK(-28672,A)  ==Checks to see if the speech synthesizer is attached.
                       If attached, the return value = 96, if not = 0.
CALL LOAD(-32699,2)  ==Activates ON WARNING NEXT.
CALL LOAD(-32699,4)  ==Activates ON WARNING STOP.
CALL LOAD(-32699,16) ==Activates TRACE.
CALL LOAD(-32699,64) ==Activates ON BREAK NEXT.
CALL LOAD(-31888,63,255) ==Type in this and then NEW to shut down your
                           disk drives for those extra long basic programs to
                           load in.
CALL LOAD(-31888,55,215) ==This used with CALL INIT first will turn your disk
                           drives back on.
CALL LOAD(-32699,0)  ==Deletes Extended Basic protection. (Also (-31931,0)).
CALL LOAD(-31931,128)==Installs Extended Basic protection.
CALL PEEK(-31863,A)  =="A" will equal 231 is 32K memory is present.
CALL PEEK(-31952,A,B)==Is the pointer to starting address on line number table.
CALL LOAD(-32729,0)  ==This loads any program in disk #1 called "LOAD".
CALL LOAD(-31961,149)==END or STOP... Resets console and looks for "LOAD".
CALL PEEK(-31950,A,B)==Is pointer to the ending address of the number line
                       tables.
CALL PEEK(-31954,A,B)==The current line being referenced in the table.
CALL LOAD(-31806,16) ==Disables the FCTN QUIT key.
CALL LOAD(-31868,0) ==Disallows listing when FCTN 4 is pressed during execution.
CALL LOAD(-31878,X) ==Makes all sprites (X) stop.
CALL LOAD(-32572,1) ==Disables Keyboard.
CALL LOAD(-32116,4) ==Turns X-Basic into Basic.
CALL LOAD(-32700,0) ==Clears your screen for a second.
CALL LOAD(-32187,9) ==Does a CALL FILES(1).
CALL LOAD(-31748,N) ==Changes the speed of cursor and sound. (N=0 to 255).
CALL LOAD(-31806,128)==Disables Sound, Sprites and Quit.
CALL LOAD(-32572,1)  ==Produces a "Mushie" keyboard.
CALL LOAD(-31740,A,B)==A & B equal values you enter.  Cause different sounds to
                       be produced.
CALL LOAD(-31745,0)  ==Produces a frozen screen, then blanks entirely.  Restore
                       with (FCTN -).
CALL LOAD(-31806,64) ==Disables Sprites.
CALL LOAD(-31806,32) ==Disables Sound and locks up.
CALL LOAD(-31806,0)  ==Enables any other Call Loads using (-31806).
```

SOME HELPFUL INFORMATION FOR YOUR TI99/4

The following is a collection of items that have been passed around over the last couple of years that help make life a little better for the TI user. I have collected them all together for easy reference.

Have you been bothered by a white shadow around the images on your monitor? This is a problem on some of the less expensive monitors and can be fixed quite easily. The problem is that the TI console puts out a spurious signal that causes this ringing on the monitor screen. To get rid of it all one needs to do is put a .005 MFD ceramic capaciter (RADIO SHACK #272-130) across the video input wires to the moniter. An easy way to do this is to buy an RCA type monaural Y adapter (Radio Shack #274-304) and an RCA phono plug (Radio Shack #274-339 or 274-321) and solder the capaciter to the phono plug then plug the Y adapter into the video input on the monitor and the plug with the capaciter into one side of the Y adapter and the video output from the console into the other side. Bye-bye monitor ring hello crisp images. This came from Marv Shuldman of New Jersey and was published in the May/June ver 1.12(5) 1986 edition of the R/D COMPUTING newsletter.

Have you been on-line to a BBS when someone picks up the extension phone and leaves you with nothing but garbage? Here's an idea that might help. All you need is a switch, a long piece of 2 conductor wire, two LED's (Radio Shack #270-036(blinking led)), two AA batteries, battery holder and a 100 OHM resister. Run the wire from the extension phone to the computer. Solder the wire at the phone end to one of the LED's (observe polarity flat side is negative) and the wire at the computer end to the other LED with the 100 OHM resister in series to help balance the current load. Hook the wire to the battery through the switch. The LED by the computer should have the 100 ohm resister in series, the remote LED should be hooked directly to the battery through the switch. If the LEDs don't light reverse the battery leads. Now when you call the BBS just turn on the switch and the blinking red light will tell everybody not to pick up the phone, at least not if they know what is good for them. This comes from Steve Lisonbee of the Salt Lake City SLAVES 99er user group.

How about the old computer lock up hassle? Dirty contacts are the culprit on this one. Just about everybody cleans the external contacts, but they may still have problems. The culprit lies inside the console with the cartridge L-connector. What one needs to do is open up the console case, undo the screws (2) for the power supply, undo the screws(3) that hold the motherboard in place, disconnect the power supply and the keyboard connections and remove the motherboard (do not remove the metal shielding), and remove the cartridge connector. Looking at the male part of the connector you will notice some indentations and black corrosion on the soldered area of the contacts. Take a piece of nylon scrub pad and buff those contacts on both sides until the indentations are gone and the contacts are smooth. Also do this to the board edge connectors for the I/O port. It is a good idea to spray the female part of the cartridge connector with contact cleaner while it is out. Now reassemble everything in reverse order(be patient and careful). You will now find that hardware lockups and erratic behavior will be a thing of the past. This comes from Richard K. Stevens and was published in the March 1986 NATIONAL NINETY-NINER.

It has also been reported that excessive heat builup will cause lockup of the console. The original power supply is a well known heat producer, but fortunately there are various cures for this problem. Some people have installed fans to increase air circulation while some have removed the power supply from the console and put it in a ventilated box with wires running to the console. The method I used was to buy a power supply from Radio Shack (#277-1016 $4.95) that was originaly

designed for the TI99/4A. In most cases it can be swapped out with no modifications, however, some of the earlier consoles had the power supply hard wired rather than using a plug like the later models did. In this case you will have to either install a plug, or hard wire the new power supply in. In any case be sure to check the voltages first as some consoles have been smoked because of voltages being too high. On the new power supplies RV1 will vary the +5 voltage. If you are lucky enough to find one of these newer power supplies they will run much cooler than the old ones.

Do you find that the cursor in OM1000 is too fast for you to control easily? It can be slowed down. Put MGR1 on a newly initialized disk and then use a sector editor to do some changing. Load up sector 36, or do a string search for the string 8000A0FF. The 00A0 is what you want to change. The allowable range is 00A0 to 07D0. Try 010C. Write the changed sector back to the disk and run the program to see how it works for you. This is from Louis Guion of the Dallas TI Home Computer Group, and was published in the Oct., 1986 MICROpendium.

The following is where to look if you want to change default colors in some of the more commonly used programs. All sectors given are if the program file to be changed is the first file on a disk. A sector editor is needed and it is assumed that the person using it knows how to use it. The first one is for the original TI-WRITER. Sector 022 of EDITA1 is where the change needs to be made. At address F4 there are a series of words starting with 87xx. The xx is what needs to be changed. The third and fourth digits are the foreground (characters) and the background (screen) colors respectivly. The hexdecimal codes are: transparent, 0; black, 1; medium green, 2; light green, 3; dark blue, 4; light blue, 5; dark red, 6; cyan, 7; medium red, 8; light red, 9; dark yellow, A; light yellow, B; dark green, C; magenta, D; gray, E; white, F. This comes from Tim MacEachern, author of Wycove Forth and was published in the June 1985 MICROpendium. BA-WRITER has the color codes in EDITA2. FUNLWRITER has all of the defaults (screen color and printer name) in the beginning of the loader. The others that I have located are as follows: DISK+AID; if your disk has AID1 then look for the word 0717 (white on blue) in sector 2B address 69. For DISK+AID-0 look in sector 33 address 2C. For DISK UTILITIES ver3.2 look in DSKU1 sector 22 address 35 for the word 0CF5 (white on light blue). In all cases the last 2 digits are the ones that need to be changed. For ARCHIVERver2.11 list the program and look in lines 80, 170, 390 (CALL J(n)).

About those noisy P-BOX fans. Radio Shack has one (#273-242) for $15 that is supposed to be a quite fan but I have been told that it isn't all that quite. You could also go to just about any electronics store and buy, or order, a 3 inch quite, or whisper, fan. Make sure you know what the noise level is, it should be less than 30 DB. Some compananies have fans as quite as 24 DB. I repeat; BE SURE THAT YOU ARE GETTING A FAN WITH A VERY LOW NOISE LEVEL. Some people have told me that they bought a fan and found out AFTER it was installed that it was just as noisy as the original.

On the earlier TRIPLE-TECH cards from CorComp there was a design error that allowed voltage to be applied to the battery which could possibly cause it to explode. I read about this and wrote to CorComp to verify it. They confirmed the problem and supplied the correction needed which corresponded with the correction given in the article I read. The correction is as follows: resister R7 which is by the lower right hand corner of the speech synthisizer card needs to be taken out and replaced with a IN914 diode. The diode should be put in with the black band (the cathode) pointing away from the battery. After you have done this check the voltage at the battery terminals (take the battery out) with the card in the P-BOX and turned on, you should get a reading of 0 volts. The latter versions of the TRIPLE-TECH card have had this problem corrected. This information is from an article by Mark Keeler from Dayton, Ohio and was printed in the June 1986 issue of THE NATIONAL NINETY-NINER.

Steve Lisonbee - Salt Lake SLAVES

Reprinted from BUG NEWS 3/91

SPEECH AND SUBTRACT IN EXTENDED BASIC

by R.W. AUGUST

This program will help your children learn subtraction. It ask for the answer and gives the correct answer if entered wrong. The program will run in extended basic and is enhanced with speech synthesizer, but is not necessary for the program to run. Enjoy!!

```
100 ! SPEAK AND SUBTRACT
110 ! IN EXTENDED BASIC
120 ! BY R.W. AUGUST
130 CALL DEFS1(Z$):: CALL SP
GET("NUMBER",L$):: L=LEN(L$)
-L-3 :: S$=SEG$(L$,1,2)&CHR$
(L)&SEG$(L$,4,L):: NUM$=S$&Z
$
140 DISPLAY AT(4,3)REASE ALL
:"<< SPEAK AND SUBTRACT >>"
:: DISPLAY AT(8,1):"HELLO, I
 LIKE TO WORK WITH": :"NUMBE
RS.  DO YOU?"
150 CALL SAY("HELLO.I+LIKE+T
O+WORK+WITH",NUM$,"DO+YOU")
160 DISPLAY AT(13,1):"OK, I
WILL GIVE YOU THE": :"NUMBER
S AND YOU ENTER THE": :"ANSW
ER."
170 CALL SAY("O+K,I+WILL+GIV
E+YOU+THE",NUM$,"AND+YOU+ENT
ER+THE+ANSWER"):: DISPLAY AT
(22,1):"PRESS ENTER WHEN REA
DY"
180 CALL SAY("PRESS+ENTER,WH
EN+RED+D")
190 CALL KEY(0,K,S):: IF K<>
13 THEN 190
200 FOR I=8 TO 22 :: CALL HC
HAR(I,1,32,32):: NEXT I
210 RANDOMIZE :: K1=INT(RND*
21):: K2=INT(RND*21):: IF K1
>K2 THEN 210 :: IF K1>9 THEN
 230 ELSE CALL SPGET(STR$(K1
),K1$)
220 IF K2>9 THEN 280 ELSE CA
LL SPGET(SRT$(K2),K2$):: GOT
O 330
230 IF K1=10 THEN CALL SPGET
("TEN",K1$)ELSE IF K1=11 THE
N CALL SPGET("ELEVEN",K1$)EL
SE IF K1=12 THEN CALL SPGET(
"TWELVE",K1$)
240 IF K1=13 THEN CALL SPGET
("THIRTEEN",K1$)ELSE IF K1=1
4 THEN CALL SPGET("FOURTEEN"
,K1$)ELSE IF K1=15 THEN CALL
SPGET("FIFTEEN",K1$)
250 IF K1=16 THEN CALL SPGET
("SIX",K1$)ELSE IF K1=17 THE
N CALL SPGET("SEVEN",K1$)ELS
E IF K1=18 THEN CALL SPGET("
EIGHT",K1$)
260 IF K1=19 THEN CALL SPGET
("NINE",K1$)ELSE IF K1=20 TH
EN CALL SPGET("TWENTY",K1$)
270 IF K1<16 OR K1=20 THEN 2
20 ELSE CALL SPGET("TEEN",T$
):: K1$=K1$&T$ :: GOTO 220
280 IF K2=10 THEN CALL SPGET
("TEN",K2$)ELSE IF K2=11 THE
N CALL SPGET("ELEVEN",K2$)EL
SE IF K2=12 THEN CALL SPGET(
"TWELVE",K2$)
290 IF K2=13 THEN CALL SPGET
("THIRTEEN",K2$)ELSE IF K2=1
4 THEN CALL SPGET("FOURTEEN"
,K2$)ELSE IF K2=15 THEN CALL
 SPGET("FIFTEEN",K2$)
300 IF K2=16 THEN CALL SPGET
("SIX",K2$)ELSE IF K2=17 THE
N CALL SPGET("SEVEN",K2$)ELS
E IF K2=18 THEN CALL SPGET("
EIGHT",K2$)
310 IF K2=19 THEN CALL SPGET
("NINE",K2$)ELSE IF K2=20 TH
EN CALL SPGET("TWENTY",K2$)
320 IF K2<16 OR K2=20 THEN 3
30 ELSE CALL SPGET("TEEN",T$
):: K2$=K2$&T$
330 CALL SAY("WHAT+IS",K2$,"
TAKE A+WAY",K1$):: DISPLAY A
T(12,1):"WHAT IS ";K2;" TAKE
 AWAY";K1 :: K3=K2-K1
340 DISPLAY AT(15,9):K2;"  -
  ";K1;" =" :: DISPLAY AT(24
,3):"** ANSWER ""S"" TO STOP
 **"
350 ACCEPT AT(15,25)SIZE(2)V
ALIDATE(DIGIT,"Ss"):K$ :: IF
 K$="S" OR K$="s" THEN 430 E
LSE K=VAL(K$):: IF K3<10 THE
N 400
360 IF K3=10 THEN CALL SPGET
("TEN",K3$)ELSE IF K3=11 THE
N CALL SPGET("ELEVEN",K3$)EL
SE IF K3=12 THEN CALL SPGET(
"TWELVE",K3$)
```

```
370 IF K3=13 THEN CALL SPGET
("THIRTEEN",K3$)ELSE IF K3=1
4 THEN CALL SPGET("FOURTEEN"
,K3$)ELSE IF K3=15 THEN CALL
 SPGET("FIFTEEN",K3$)
380 IF K3=16 THEN CALL SPGET
("SIX",K3$)ELSE IF K3=17 THE
N CALL SPGET("SEVEN",K3$)ELS
E IF K3=18 THEN CALL SPGET("
EIGHT",K3$)
390 IF K3=19 THEN CALL SPGET
("NINE",K3$)ELSE IF K3>15 TH
EN CALL SPGET("TEEN",T$):: K
3$=K3$&T$
400 IF K3>9 THEN 410 ELSE CA
LL SPGET(STR$(K3),K3$)
410 IF K<>K3 THEN 420 ELSE C
ALL SAY("#GOOD WORK#, THAT I
S RIGHT.....NOW"):: GOTO 210
420 CALL SAY("UHOH.THAT IS N
OT RIGHT..TRY",K3$):: GOTO 3
50
430 CALL SAY("#GOODBYE#")::
CALL CLEAR :: STOP
440 SUB DEFS1(A$)! NUMBERS
450 DATA 96,0,26
460 DATA 14,56,130,204,0
470 DATA 223,177,26,224,103
480 DATA 85,3,252,106,106
490 DATA 128,95,44,4,240
500 DATA 35,11,2,126,16,121
510 RESTORE 450
520 A$=""
530 FOR I=1 TO 29 :: READ A
:: A$=A$&CHR$(A):: NEXT I
540 SUBEND
550 END
```

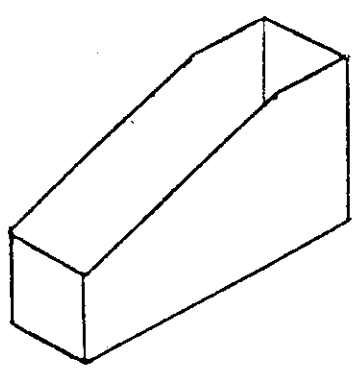
The PUNN Newsletter - Portland, OR - June 1991

HOW TO MAKE A DISKETTE CASE

by PHIL VAN NORDSTRAND8
JOHNSON SPACE CENTER USERS GROUP

Do you have stacks of disks sitting around, some grouped with rubber bands?

Possibly you have fancy plastic cases but they don't always solve the problem of disk storage and organization. I have two plastic cases that hold more than 50 disks, but I save them for master disks and others that I don't ever use, leaving a problem of how to store the rest - the ones I want to be able to find in a hurry.



The solution I came up with is to make simple storage cases from empty dry food containers. I have one box for my TIPS disks, one for my GENIAL TRAVelER disks, one for my PR-BASE disks, and one for my TI-WRITER file disks, etc. They are a light weight, scaled down version of the magazine holders advertised at over $3 each in an office supply catalog.

The boxes I use are about 5-5/8" deep and 2-1/4" wide. They hold about 20 disks and are made from Waverly cracker boxes. I also have one made from a Bisquick box that is slightly deeper.

They are made by cutting down the cardboard boxes to a height of about 4 inches. You can leave the sides straight and horizontal or you can be more elegant by curving the two wide sides or sloping them down to about 3 inches high in front.

To make them look neat and hide the advertising, cover the sides with contact paper. I use the imitation wood grain paper, but anything goes.

I have also made cases for magazines and soft cover computer manuals from 9 inch boxes and cases for small software booklets from 6-1/2" deep boxes.

TI SLAVES AND OGDEN TI USERS GROUPS OFFICERS

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SEPTEMBER 1991 NEWSLETTER

TI SLAVES

OUR NEXT MEETING IS SEPTEMBER 21 1991 AT 9:00 am WE MEET IN THE DISABLED AMERICAN VETERANS HALL AT 273 E. 800 S. PLEASE BE THERE PROMPTLY.!!

GRAPHIC LABELER WILL BE DEMOED BY MEL BRAGG

COME AND LEARN AND HAVE FUN.

OGDEN TI USERS GROUP

OUR NEXT MEETING IS SEPT 7 AT 9:00am. AND(SEPT14th BASIC CLASS 9:00am)AND SEPT 17th 7:00 pm AND(SEPT 28th 9:00am BASIC CLASS) WE MEET AT THE OGDEN MUNICIPAL AIRPORT IN THE FIRST BUILDING JUST EAST OF THE NEW TOWER.

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