

THE SNAUGLETER

FROM THE SOUTHERN NEVADA USERS' GROUP

Vol. 7 - No. 7

July, 1989

NEXT MEETING

MONDAY, JULY 10, 1989 - 6:30 PM

NEVADA POWER BUILDING MEETING ROOM

6226 West Sahara, Las Vegas, Nevada

PRESIDENT'S MESSAGE

I am embarrassed! Last month I started out my message by begging you to come to the next meeting. Not only was the attendance at the meeting lousy, but I wasn't even there! I have no excuse. Double-time wages do not constitute a decent excuse for missing a monthly meeting. Well, maybe they do at that. (smile) The long hours which I have been forced to work are detracting from my computing time and are also limiting my time allotted for club business. Consequently, this may be my last "president's message". However, I will continue to write articles for the newsletter and support the group in any way I can.

John Martin has volunteered to become president once again! Isn't that great news? I'm sorry to say that it isn't true... (grin) Did your tummy do flip flops, John? Actually, Rudy Johnson is interested in the job and will volunteer if George Tilly accepts the job as newsletter editor. George has already put out one very fine newsletter on his own, and I am sure he would do a fantastic job. These arrangements are tentative as of this writing, so come to the July 10th meeting and help decide the group's future...

BOB

LIBRARIANS REPORT

I HAVE JUST FINISHED INSTALLING A T.I. COMPUTER SYSTEM AT SON CLAYS HOME FOR MY TWO GRANDDAUGHTERS, MANDY 9, AND BROOKE 7. ITS FULL BLOWN, AT LEAST FOR NOW, THANKS TO GORDON LEONARD LOANING US A STAND ALONE DISK DRIVE.

IT WAS A EDUCATIONAL EXPERIENCE IN SEVERAL WAYS, ONE BEING HOW QUICKLY THOSE KIDS SOAKED UP WHAT IT TOOK GRANDFATHER MONTHS TO LEARN! THEY BOTH CAN FIND A PROGRAM. LOAD THE DISK, RUN IT, AND WHEN I LEFT, THEY WERE BUSY TRYING TO WRITE A PROGRAM! I THINK I'LL GO TAKE UP SKATES, OR HELP NANCY MAKE DOLLS. ONE OTHER BENEFIT. WHILE DOING THAT, AND GETTING SOME STARTER DISKS TOGETHER FOR THEM, I THOUGHT OF THE SUBJECT FOR THIS MONTHS D.O.M. . . . EDUCATION. THIS IS PUTTING THE T.I. TO WORK DOING ONE OF THE TASKS IT IS VERY GOOD AT. NOT JUST FOR YOUNGSTERS, BUT ALL OF US.

THERE ARE MANY EDUCATIONAL PROGRAMS IN OUR LIBRARY COVERING GEOGRAPHY, HISTORY, MATH., OUR OWN T.I., TYPEING, (THERES A EXCELLENT 250 SECTOR TOUCH TYPING COURSE BY OUR OWN REGINA COPYRITE 1982) TO NAME A FEW.

OVER IN THE "TO BE EVALUATED SECTION" WAS A DISK "ALL*SAMS", 977 SECTORS, 57 FILES. MOST OF IT WAS 2 TO 23 SEC. FILES, WRITTEN BACK IN 1980-81-82. THIS D.O.M. IS MADE UP ENTIRELY FROM "ALL*SAMS". 360 SECTORS. I THINK IT WILL KEEP THOSE OF

YOU, WHO BUY IT, BUSY FOR SEVERAL HOURS. THERE IS ALSO A 170 SECTOR TRIVIA GAME THAT HAS A GOOD DATA BASE, BUT THATS NOT INCLUDED THIS TIME. THE DISK IS WELL WORTH THE DOLLAR.

THE JULY MEETING IS ALSO THE MOST IMPORTANT ONE OF THE YEAR. WE ELECT OFFICERS TO RUN OUR SNUG FOR THE NEXT YEAR, AND THE MORE ATTENDANCE --- THE BETTER THESE PEOPLE WILL FUNCTION. IF WE DIDNT HAVE SNUG OUR COMPUTERS WOULDNT WORK NEARLY AS WELL. IMAGINE GOING TO PHOENIX, OR LOS ANGES FOR HARDWARE, SOFTWARE, FREE ADVICE, AND SUPPORT! THE MONTHLY NEWSLETTER ALONE IS WORTH THE PRICE, WELL ANYWAY HOPE TO SEE YOU THERE.

GEO. CAMPBELL

9640 Corner

Here is something I would like to pass on to you. You may, or may not, be familiar with the "PATH" command in MDOS (or any PC DOS actually). It lets you define a path to search through if the command or filename you type is not found on the current drive. I have written over 100 batch files to take care of mundane chores or loading modules from MDOS etc. Even though the hatch files are only 2 to 4 sectors in length, they still took up 200+ sectors on my Horizon ram disk. Using "PATH D:BATS;D:MDOS;D:DEMO;" will tell the computer to look through three different directories which are listed on my hard drive and see if the command/filename is located in any of them. If it is, MDOS will then run the file just as if you had typed in the correct drive, directory, and filename in the first place. This lets me use my Horizon as an uncluttered "work-bench" but still have hundreds of files available INSTANTLY on command. "PATH" also works with floppies. "PATH A:;B:;C:;" searches floppy drives A, B, and C for the command/filename if it is not found on the current drive. I cannot recommend a long path when using floppy disk drives since it takes a much longer time to search each drive

than it does a hard drive or ram disk. It might be a good idea to keep frequently used batch files or programs on one of your floppy drives and use a short path to search that particular drive. (if you do not have a ramdisk or hard drive that is) The "PATH" command can be included in your AUTOEXEC or typed in from the command mode. If "PATH" is entered without parameters the current path will be displayed for you. MDOS has, what I consider, a major flaw concerning this command. If you have used CD (change directory) and are no longer in the ROOT directory, the "PATH" command no longer works... Hope you find this helpful.

Bob Sherburne

USING TI-BASE

I have been using TI-BASE Version 2.0 since February when I purchased it in San Diego at the Fest-West show. I have found the program to be very useful in several respects. First, it uses syntax that is similar to that used by dBASE III. This similarity has helped me in a project in my gainful employment. (That's the kind for money!) TI-BASE doesn't have all the balls and whistles that dBASE has, but it does have the basics which operate much the same way. I found that having used TI-BASE made the work with databases much easier.

The second use is specific to Version 2.0. I have been creating an index of TI related articles from several of the publications that have appeared (and some dissappeared, unfortunately.) Originally I used PRBASE to create the database. After entering several years of entries I found that I had exceeded PRBASE's capacity in a single file so I had expanded to a second file by the time I acquired TI-BASE. The conversion function included with the program seemed to be the mechanism that I needed to move my data into TI-BASE's format. However, I had a problem in setting up the PRBASE file so that it

could be moved into the new environment. I conducted some tests with the PRBASE data file since my records exceeded 132 characters, the limit of a record length that can be printed in a single pass with PRBASE's output function into a DV/80 file.

To make a long story short I found that TI-BASE's CONVERT function will work on records just as they are stored by PRBASE! One needs to use the same type of field definitions (lengths and types), as used by PRBASE, to create the convert file. Combining my two files into one and setting the file length to a close approximation of the resulting number of records used in my merged file took a lot of work with a sector editor! I'm not certain, but much of that work may have been unnecessary as I found that the convert utility isn't fussy, it will convert whatever is on the disk for that record. When one edits the resulting TIBASE data file, the obvious garbage sectors may be deleted. I did this when I set my original PRBASE data file to include some of the header sectors. The header information was pulled into the defined fields where it matched the defined TI-BASE structure. I was able to delete those erroneous records and pack the database, thus eliminating the bad records. So it's likely that one only needs to create a file header showing where the beginning and end of the file is - something that PRBASE 2.1 already does. It is probable that many records will be included that have no information and will have to be deleted from the converted file if one uses the file as defined by PRBASE 2.1, but that will save a lot of headaches in trying to set the file header to include the actual records of concern.

Another thing I found in using TI-BASE. Once a file has been sorted (and some sorts will take a loooong time using multiple keys on a file that has a thousand or more records - that's experience talking folks), record addition will take very little time to sort as long as the sort index is left intact. Or, after sorting, the sorted file is written to a new file through

the use of a command file to replace the records of the new file with those of the old file using the sorted order. The resulting new file will have its records in the order determined from the sort of the old file. This procedure can save a lot of time during further work with the file.

For those who may be interested, there are at least two good series of tutorials being published in newsletters that we receive from other user groups with whom we exchange. One is by Bill Gaskill, who is from Colorado, and another is by Martin Smoley, who is from Ohio. Several newsletters are featuring these columns. So, if you haven't seen these tutorials and are interested, you should get hold of some of the newsletter packets and check out the info that is in them. As I gain more insight in using this powerful package for the TI, I'll pass along further tips and hints.

* Rudy Johnson *

The 5th Wave

Real Programmers



Real Programmers love to talk computerese while ordinary citizens are listening.

GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT
NUMBER 9
UNDERSTANDING CASSETTE ERROR CODES AND MESSAGES
PART I

Understanding cassette error codes and messages is not quite as difficult as it may seem. Unfortunately, trying to find a list of the error codes and messages that deal specifically with the cassette recorder has been a difficult task! In doing my research for this particular article, I have had to combine many different sources of information - in order to be as informative and as complete as possible.

Basically, cassette error codes and messages can occur during one of two different types of commands. More specifically, I am referring to the "LOADING" (OLD CS1) procedure and the "SAVING" (SAVE CS1) procedure.

This month I will be examining the error codes and messages that can occur during the "LOADING" (OLD CS1) procedure.

When the computer finishes loading the data, it tells you whether or not it read the data properly. If the data were read correctly, you would see the following message appear on your monitor or tv screen:

```
* DATA OK
* PRESS CASSETTE STOP      CS1
  THEN PRESS ENTER
```

If, however, the computer did not successfully read your program into memory, an error occurs and the computer prints one of the following error messages:

```
* ERROR - NO DATA FOUND      * ERROR DETECTED IN DATA
  PRESS R TO READ              PRESS R TO READ      CS1
  PRESS C TO CHECK              PRESS C TO CHECK
  PRESS E TO EXIT              PRESS E TO EXIT
```

When this occurs - you have a choice of using one of the following three options: Note, however, that the single-letter responses (R - C - E) that you type in at this time must be in UPPER-CASE CHARACTERS!

1. Press R TO REPEAT THE READING PROCEDURE. However, before repeating this procedure, check to make sure that you have put the cassette tape in correctly - that it is the correct cassette tape and that it has been placed in the cassette recorder with the correct side facing up. Then follow the directions as they appear on your monitor or tv screen.
2. Press C TO CHECK THE DATA YOU HAVE READ INTO MEMORY. At this point you may wish to adjust your cassette recorder's volume control and tone setting. Then follow the directions as they appear on your monitor or TV screen.
3. Press E TO EXIT FROM THE LOADING PROCEDURE. At this time another error message is displayed, indicating that the computer did not properly read your program into memory:

```
* WARNING:
  CHECK PROGRAM IN MEMORY:
* I/O ERROR 56
```

If I/O ERROR 56 appears, something definitely went wrong. But don't

panic! generally speaking, when the error message "ERROR - NO DATA FOUND" occurs - the computer did not recognize the cassette recorder at all during the "OLD CS1" routine. On the other hand - when the error message "ERROR DETECTED IN DATA" occurs - the computer recognized only part of the data that the cassette recorder was sending to the computer. When this happens, recheck your cassette recorder's volume control and tone setting. Then recheck your cassette cable. Make sure that both ends of the cable are attached to the computer and to the cassette recorder. While you are at it - make sure that the color-coded wires leading to the cassette recorder are connected correctly. The cassette recorder will not operate properly if the color-coded wires are reversed!

Next month I will continue with the topic of understanding cassette error codes and messages. More specifically, I will be examining the error codes and messages that can occur during the "SAVING" (SAVE CS1) procedure.

If you need any help understanding the cassette error codes and messages or are experiencing cassette errors - just give me a call (412-335-0163) and I'll try to help.



TIPS FROM THE TIGERCUB

#45

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through 24, over 60 files and programs, also just \$10 TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, \$10 postpaid. TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also \$10 postpaid.

Here is a versatile printer utility which will accept all printer control codes, print in 1 to 5 columns with choice of column separation and margin width, allow alternate margins and pause at end of page to turn paper over, and will load and print a diskfull of files one after another. It is set up for the Gemini 10X and may require modification for other printers.

```

100 DIM M$(400),F$(50)
110 COTO 150
120 K,ST,SET,S,P$,P,CL,DW$,S
SS,I$,D$,E$,NC,CW,TC,TA,TX,A
V,CS,SS,LT,A$,LSP,LP,RM,OK$,
QQ$,X,F$( ),SL,F,IP,M$( ),T$,F
LAG,J,PP,LT$
130 CALL CLEAR :: CALL KEY :
: CALL COLOR :: CALL SCREEN
:: CALL SOUND
140 !@P-
150 CALL CLEAR :: CALL KEY(3
,K,ST):: ON WARNING NEXT
160 FOR SET=0 TO 14 :: CALL
COLOR(SET,2,8):: NEXT SET ::
CALL SCREEN(5)
170 DISPLAY AT(3,6):"TIGERCUB
PRINTALL": :TAB(7);"Copyri
ght 1987":TAB(6);"Tigercub S
oftware" !programmed by Jim
Peterson
180 DISPLAY AT(12,1):"May be
distributed without":"restr
iction providing that":"no p
rice or copying fee is":"cha
rged."
190 DISPLAY AT(18,7):"TURN P
RINTER ON!"
200 DISPLAY AT(20,8):"PRESS

```

```

ANY KEY" :: DISPLAY AT(20,8)
:"press any key" :: CALL KEY
(O,K,S):: IF S=0 THEN 200 EL
SE CALL CLEAR
210 DISPLAY AT(12,1):"PRINTE
R DESIGNATION?" :: ACCEPT AT
(14,1)BEEP:P$ :: IF POS(P$,
.LF",1)=0 THEN P$=P$&".LF"
220 ON ERROR 230 :: OPEN #1:
P$,VARIABLE 255 :: ON ERROR
STOP :: PRINT #1:CHR$(27);"@
" :: CALL CLEAR :: GOTO 240
230 DISPLAY AT(20,1):"CANNOT
OPEN PRINTER!" :: RETURN 21
0
240 DISPLAY AT(12,1):"PRINT
SIZE?": : " (1) PICA": " (2)
ELITE": " (3) CONDENSED"
250 ACCEPT AT(12,13)VALIDATE
("123")SIZE(1):P :: PRINT #1
:CHR$(27);"B";CHR$(P);
260 !The values 80, 96 and 1
36 in the next line are the
maximum number of pica, elit
e and condensed characters p
er line on Gemini 10X
270 !Change as necessary for
your printer!
280 CL=(P-1)*80+(P-2)*96+(P-
3)*136 :: CL=ABS(CL)
290 DISPLAY AT(12,1)ERASE AL
L:"DOUBLE-WIDTH? (Y/N) N" ::
ACCEPT AT(12,21)SIZE(-1)VAL
IDATE("YN")BEEP:DW$ :: IF DW
S="Y" THEN PRINT #1:CHR$(27)
;"W";CHR$(1);:: CL=CL/2
300 DISPLAY AT(12,1)ERASE AL
L:"SUPERSCRIPT? (Y/N) N" ::
ACCEPT AT(12,20)SIZE(-1)VALI
DATE("YN")BEEP:SS$ :: IF SS$
="Y" THEN PRINT #1:CHR$(27);
"S";CHR$(0);
310 DISPLAY AT(12,1)ERASE AL
L:"ITALICS? (Y/N) N" :: ACCE
PT AT(12,16)VALIDATE("YN")SI
ZE(-1)BEEP:I$ :: IF I$="Y" T
HEN PRINT #1:CHR$(27);"4";
320 DISPLAY AT(12,1)ERASE AL
L:"DOUBLE-STRIKE? (Y/N) Y" :
: ACCEPT AT(12,22)VALIDATE("
YN")SIZE(-1)BEEP:D$ :: IF D$
="Y" THEN PRINT #1:CHR$(27);
"G";
330 IF P<>3 AND P<>4 THEN DI
SPLAY AT(12,1):"EMPHASIZED?
(Y/N) Y" :: ACCEPT AT(12,19)

```

```

VALIDATE("YN")SIZE(-1)BEEP:E
$ :: IF E$="Y" THEN PRINT #1
:CHR$(27);"E";
340 DISPLAY AT(12,1)ERASE AL
L:"NUMBER OF COLUMNS? (1-5)"
:: ACCEPT AT(12,26)VALIDATE
("12345")SIZE(1)BEEP:NC
350 DISPLAY AT(12,1):"COLUMN
WIDTH (NUMBER OF": : "CHARAC
TERS?" :: ACCEPT AT(14,13)VA
LIDATE(DIGIT)BEEP:CW
360 TC=NC*CW :: TA=CL-TC ::
TX=TC+NC*2-2
370 IF TX<=CL THEN 390 :: DI
SPLAY AT(18,1):STR$(NC)&" co
lumn of "&STR$(CW)&" charac
ters":"plus 2-column spacing
equals"
380 DISPLAY AT(20,1):STR$(TC
)&" characters; maximum":"av
ailable in print size":"sele
cted is "&STR$(CL)&":"::***
Please reselect***" :: GOTO
240
390 IF NC=1 THEN 410 :: AV=1
NT(TA/(NC-1)):: DISPLAY AT(1
2,1)ERASE ALL:"COLUMN SEPARA
TION?":"MINIMUM 2":"MAXIMUM
"&STR$(AV)&" AVAILABLE ":"2"
400 ACCEPT AT(15,1)VALIDATE(
DIGIT)SIZE(-2)BEEP:CS :: IF
CS<2 OR CS>AV THEN 400 ELSE
SS=RPT$( " ",CS)
410 TA=TA-CS*(NC-1):: IF TA<
2 THEN 450
420 DISPLAY AT(12,1)ERASE AL
L:"LEFT MARGIN WIDTH?": : "MA
XIMUM "&STR$(TA)&" AVAILABLE
" :: ACCEPT AT(12,20)VALIDAT
E(DIGIT)BEEP:LT :: IF LT>TA
THEN 420
430 DISPLAY AT(12,1):"ALTERN
ATING LEFT/RIGHT": : "MARGIN?
(for pages to be":"later re
produced on both":"sides" (Y
/N) N"
440 ACCEPT AT(16,14)VALIDATE
("YN")SIZE(-1):A$
450 LSP=12 :: DISPLAY AT(10,
1):" ":" ":" ":"LINES PER PAGE?
60":" ":" ":" ":" :: ACCEP
T AT(12,17)VALIDATE(DIGIT)SI
ZE(-3):LP :: IF LP<70 THEN 4
90
460 DISPLAY AT(12,1):"LINE S
PACING - 72 INCH" :: DISPLAY

```

```

AT(11,16):" " :: ACCEPT AT
(10,16)VALIDATE(DIGIT)BEEP:L
SP
470 IF LP/(INT(72/LSP))>11.5
THEN DISPLAY AT(20,1):"WON'
T FIT!" :: GOTO 450
480 PRINT #1:CHR$(27);"A";CH
R$(LSP);
490 RM=TA-LT
500 DISPLAY AT(12,1)ERASE AL
L:STR$(NC)&" columns of":STR
$(CW)&"-character width":le
ft margin of "&STR$(LT)&" sp
aces"
510 DISPLAY AT(15,1):STR$(LP
)&" lines per page":"with "&
STR$(LSP)&"/72 line spacing"
520 DISPLAY AT(17,1):STR$(CS
)&" spaces between columns":
"right margin of "&STR$(RM)&
" spaces": "OK? (Y/N) Y"
530 ACCEPT AT(20,11)VALIDATE
("YN")SIZE(-1)BEEP:OK$ :: IF
OK$="N" THEN 240
540 DISPLAY AT(12,1)ERASE AL
L:"PAUSE AT END OF PAGE? N"
:: ACCEPT AT(12,23)VALIDATE(
"YN")SIZE(-1):QQ$
550 DISPLAY AT(1,1)ERASE ALL
:"INPUT FILENAMES TO BE": "PR
INTED.": "PRESS ENTER WHEN DO
NE"
560 X=X+1 :: DISPLAY AT(X+3,
1):"FILENAME? DSK" :: ACCEPT
AT(X+3,14)SIZE(-12)BEEP:F$(
X)
570 IF F$(X)="" THEN X=X-1 :
: GOTO 600 ELSE F$(X)="DSK"&
F$(X)
580 ON ERROR 590 :: OPEN #2:
F$(X):: CLOSE #2 :: GOTO 560
590 ON ERROR STOP :: CALL SO
UND(1000,110,0,-4,0):: DISPL
AY AT(20,1):"CANNOT OPEN "&F
$(X):: X=X-1 :: RETURN 560
600 SL=1
610 F=F+1 :: IF F>X THEN 700
:: ON ERROR 620 :: OPEN #2:
F$(F),INPUT :: DISPLAY AT(22
,1):"READING ";F$(F):: ON ER
ROR STOP :: GOTO 630
620 CALL SOUND(1000,110,0,-4
,0):: DISPLAY AT(20,1):"COUL
D NOT OPEN "&F$(F): STOP
630 FOR IP=SL TO LP*NC :: LI
NPUT #2:M$(IP):: IF LEN(M$(I

```

```

P))=0 THEN 670 :: IF NC>1 AN
D POS(M$(IP),CHR$(13),1)<>0
THEN M$(IP)=SEG$(M$(IP),1,LE
N(M$(IP))-1)
640 IF ASC(M$(IP))>126 OR AS
C(M$(IP))<32 THEN IP=IP-1 ::
GOTO 680
650 IF LEN(M$(IP))<=CW THEN
670 :: T$=SEG$(M$(IP),1,CW):
: CALL SOUND(1000,110,0,-4,0
):: DISPLAY AT(12,1):M$(IP);
" OVER";CW;"CHARACTERS": "TRU
NCATED TO ";T$:"OK?"
660 CALL KEY(3,K,S):: IF S=0
THEN 660 ELSE IF K<>89 THEN
STOP ELSE M$(IP)=T$
670 M$(IP)=M$(IP)&RPT$( " ",C
W-LEN(M$(IP)))
680 IF EOF(2)=1 THEN CLOSE #
2 :: SL=IP+1 :: GOTO 610
690 NEXT IP :: IF EOF(2)=1 T
HEN CLOSE #2 :: GOTO 720 EL
SE GOTO 720
700 ON ERROR 710 :: FLAG=1 :
: FOR J=IP+1 TO NC*LP :: M$(
J)="" :: NEXT J :: GOTO 720
710 STOP
720 PP=PP+1 :: IF PP/2=INT(P
P/2)AND A$="Y" THEN LT$=RPT$(
" ",RM)ELSE LT$=RPT$( " ",LT
)
730 FOR J=1 TO LP :: ON NC G
OSUB 750,760,770,780,790 ::
NEXT J :: PRINT #1:CHR$(12):
: SL-1 :: IF F>X THEN STOP E
LSE IF QQ$="N" THEN 630
740 DISPLAY AT(24,1)BEEP:"PR
ESS ANY KEY TO CONTINUE" ::
CALL KEY(0,K,S):: IF S=0 THE
N 740 ELSE DISPLAY AT(24,1):
"" :: GOTO 630
750 PRINT #1:LT$&M$(J)&CHR$(
10):: RETURN
760 PRINT #1:LT$&M$(J)&S$&M$(
J+LP)&CHR$(10):: RETURN
770 PRINT #1:LT$&M$(J)&S$&M$(
J+LP)&S$&M$(J+LP*2)&CHR$(10
):: RETURN
780 PRINT #1:LT$&M$(J)&S$&M$(
J+LP)&S$&M$(J+LP*2)&S$&M$(J
+LP*3)&CHR$(10):: RETURN
790 PRINT #1:LT$&M$(J)&S$&M$(
J+LP)&S$&M$(J+LP*2)&S$&M$(J
+LP*3)&S$&M$(J+LP*4)&CHR$(10
):: RETURN

```

This is an improved version of the math program in Tips #36.

```

100 CALL CLEAR :: RANDOMIZE
110 B=INT(5*RND+2):: IF B=B2
THEN 110 ELSE B2=B
120 F=INT(5*RND+2):: IF F=F2
THEN 120 ELSE F2=F
130 D=INT(5*RND+2):: IF D=D2
THEN 130 ELSE D2=D
140 X=F*R*D
150 BB=INT(5*RND+2):: IF BB=
BB2 OR BB=B THEN 150 ELSE BB
2=BB
160 DD=INT(5*RND+2):: IF DD=
DD2 OR DD=D THEN 160 ELSE DD
2=DD
170 F=F*BB*DD
180 DISPLAY AT(3,1)ERASE ALL
:"IF";B;"BOYS CAN CATCH";X;"
FROGS IN";D;"DAYS,"
190 DISPLAY AT(6,1):"HOW MAN
Y FROGS CAN";BB;"BOYS": "CATC
H IN";DD;"DAYS?"
210 ACCEPT AT(7,19):Q
220 IF Q=F THEN DISPLAY AT(9
,1):"THAT'S RIGHT!" :: GOTO
110
230 DISPLAY AT(9,1):"NO, THA
T'S WRONG."
240 DISPLAY AT(11,1):"IF";B;
"BOYS CAN CATCH";X;"FROGS IN
";D;"DAYS"
250 DISPLAY AT(13,1):"THEN O
NE BOY CAN CATCH";X/B;"FROGS
IN";D;"DAYS"
260 DISPLAY AT(15,1):"AND ON
E BOY CAN CATCH";X/B/D;"FROG
S IN ONE DAY."
270 DISPLAY AT(17,1):"SO, IF
ONE BOY CAN CATCH";X/B/D;"F
ROGS IN ONE DAY,"
280 DISPLAY AT(19,1):"THEN";
BB;"BOYS CAN CATCH";X/B/D*BB
;"FROGS IN ONE DAY"
290 DISPLAY AT(21,1):"AND";B
B;"BOYS CAN CATCH";X/B/D*BB*
DD;"FROGS IN";DD;"DAYS."
300 DISPLAY AT(24,1):"PRESS
ANY KEY" :: CALL KEY(0,K,S):
: IF S=0 THEN 300 ELSE 110

```

Here's an idea for an unusual title screen -
Continued on back page.

SOUTHERN NEVADA USERS' GROUP

The SNUGLETTER is published monthly by the Southern Nevada Users' Group (SNUG). SNUG is a non-profit organization of individuals with an interest in all aspects of Texas Instruments' 99xx & 99xxx based computers including hardware and software by third party vendors. The GROUP meets 6:30 PM on the second Monday of the month - currently in the Nevada Power Company, Wengert Community Meeting Room, 6226 West Sahara Avenue. Visitors and guests are welcome to attend the meetings. Information on membership is available at the meeting. Articles may be copied from the SNUGLETTER provided credit is given to both the author and the original source and that the article not be used for profit. (For-profit organizations wishing to use any articles from the SNUGLETTER will need to make prior arrangements with the Executive Committee of the Southern Nevada Users' Group.)

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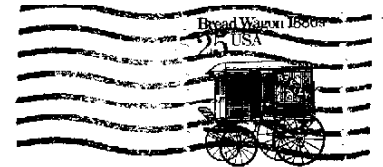
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Currently SNUG supports Texas Instruments' 99/4 and 99/4a computers, and Myarc's Geneve 964

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*Continued from
 page 7*

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100 CALL CLEAR :: FOR SET=1
TO 8 :: CALL COLOR(SET,1,1):
: NEXT SET :: CALL CHAR(100,
"0",FOI,"0")
110 XS(0)="4043241818244202"
:: XS(1)="4021261818648402"
:: XS(2)="2020131C38C80404"
:: XS(3)="1010101FFB080808"
:: XS(4)="081010907E111020"
120 XS(5)="080808F81F101010"
:: XS(6)="0404C8381C132020"
:: XS(7)="0284641818262140"
130 AS=RPT$(CHR$(100)SCHR$(1
01),13):: FOR R=1 TO 24 :: C
=C+1+(C=2)*2 :: DISPLAY AT(R
,C):AS :: NEXT R
140 CALL VCHAR(.29,1,168)
150 CALL SCREEN(2):: CALL CO
LOR(9,5,16):: FOR S=1 TO 8 :
: CALL COLOR(S,16,2):: NEXT
S
160 DISPLAY AT(5,5):" TIGERC
UB SOFTWARE ";;: DISPLAY AT(
8,6):" SQUIRMY SCREEN ";
170 FOR J=0 TO 7 :: CALL CHA
R(100,X$(J)):: CALL CLEAR(101
,X$(7-J)):: NEXT J
180 CALL KEY(O,K,S):: IF S#0
THEN 17C
    
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MEMORY FULL

Jim Peterson