WEST JAX 99ER NEWS

DEDICATED TO THE TI-99/4A

FEBRUARY 1988 #32

The WEST JAX 99'ERS is a non-profit computer users group for the TI-99/4A Home Computer. NOT affiliated in any way with Texas Instruments. The club's mailing address is PO BOX 176 Orange Park Florida 32067.

MEETINGS are held on the Second and Fourth Tuesday of each Month in the auditorium of the Webb Library. It is located two lights west of Blanding Boulevard on 103rd Street. The first meeting of the month is the Business meeting with workshop time after adjournment. The second meeting is strictly workshop time.

OFFICERS -	President	Rick Felzien	(904) 772-9162
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		Richard Barton (TIUS SYSOP)	

For newsletter suggestions and submissions, contact Rick Felzien.

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This month I have included our usual mailbox column and have written a tutorial/article on The Printer's Apprentice.

Richard Corder has included another of his articles on the FASTEX-80 printer. This time titled FASTEX-80 and SDUMP II.

The Mailbox pages will give you an idea of what can be done with the TPA package, which incidentally, includes Business Graphs 99.

Next month I plan to have an article which goes into the TPA package in more detail with some examples for you to practice with.

****

The Signs Of Secretary Burnout.

Mussed-up hair...
no time for an appointment

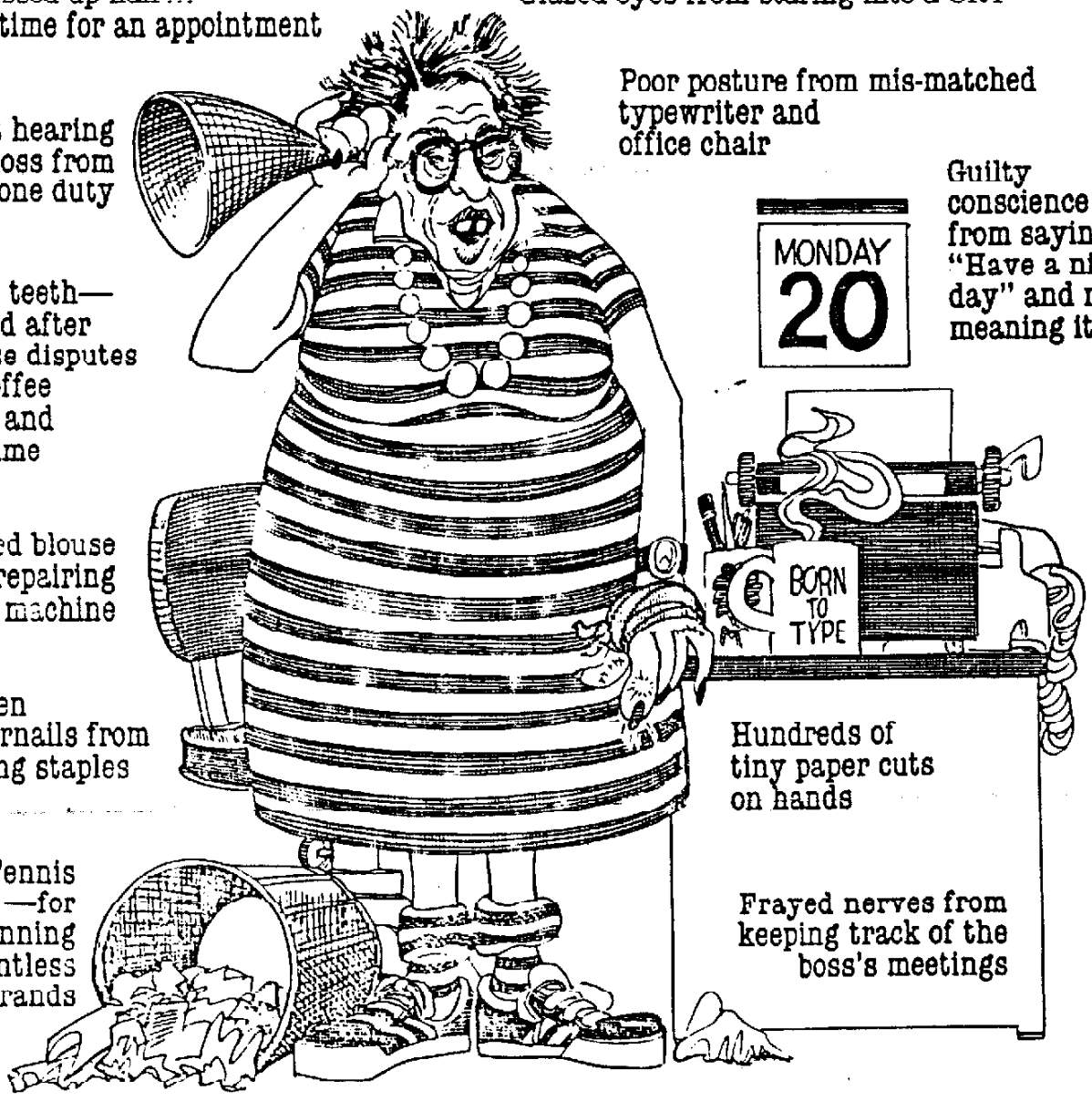
Glazed eyes from staring into a CRT

Poor posture from mis-matched typewriter and office chair

Slight hearing loss from telephone duty

Guilty conscience from saying "Have a nice day" and not meaning it

Capped teeth—repaired after in-house disputes over coffee breaks and lunchtime



Soiled blouse from repairing copy machine

Broken fingernails from pulling staples

Hundreds of tiny paper cuts on hands

Tennis shoes—for running countless errands

Frayed nerves from keeping track of the boss's meetings

For additional free copies stop in, call, or write:

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BY

RICK FELZIEN

Northwest Ohio 99er news Nov 87
1. The graphic labeler
2. Interfacing to the real world

Club 99 of Alberta Nov 87
1. A coding/decoding program
2. List of CALL LOADs

Interface 99er Nov 87
1. Basic Basics (windows)
2. Upper Level (passing data)

The Brevard Users Group Nov 87
1. Bits, Bytes and Modems for beginners.

The Ottawa 99ers Nov 87
1. Expansion port interfacing
2. Fast Exended Basic

SFV 99er San Francisco Nov 87
1. Automated Address Book
2. Installing Ex-Basic in console

Pittsburgh Users Group Dec 87
1. Tips for beginners (printers)
2. Getting most from cassette system
3. Multiplan basics
4. Let's talk Ramdisk

The Ottawa 99ers Dec 87
1. Expansion box interfacing (part 2)
2. Fast Extended Basic (continuing)

Northwest Ohio 99er news Oct 87
1. Convert XBasic screens to TI-Artist instances
2. 32K on the 16-bit bus
3. TI-Writer Overlay review
4. TI-Writer Formatter review

Spirit of 99 Columbus Oh. Nov 87
1. A public Letter
2. Iffing TI-Writer (using TL)
3. Getting most from cassette system

Upper Pinellas 99ers Nov 87
1. TI-Writer format commands
2. TI-Writer bugs
3. Graphics worksheet printer
4. Sector Save

Ozark 99er news Nov 87
1. Programs to print Gregorian calendars
2. Software control codes
3. Add 64K and speed increase
4. Using color and speech with TEII

PUG Peripheral Nov 87
1. High-speed cassette loader
2. Disk naming conventions

Tacoma 99er news Dec 87
1. Permanent color changes
2. Fontwriter vs Printer's Apprentice

Cleveland Area 99er news Nov 87
1. Font Writer II review
2. Transferring PR-Base files
3. Printing multiple copies of pix

The Philadelphia area U.G. Nov 87
1. Cures for TI-99/4A lockup
2. Comparison of drawing packages
3. Hi-Res graphics (Artist printer)
4. Font Writer II review

KC 99er Dec 87
1. The power of relational expressions.

Aloha 99ers Dec 87
1. The teaching computer
2. More TI-Writer tricks

HUG 99er Houston Oct 87
1. What is a nibble
2. Adventure worth mentioning

Snuglet Southern Nevada Dec 87
1. TI-XPO-88
2. One liner

Erie 99ers Dec 87
1. My first rocket (prog.)
2. Getting most from cassette
3. Elements of Basic
4. Basic trick (use of edge char.)

Northern Nevada 99ers Dec 87
1. TI-Writer overlay overview
2. Video tapes through the TI?

Twin Tiers Nov 87
1. The 9640
2. Print a Memo

Ozark 99er Dec 87
1. Loading from disk
2. All about program files
3. Logical OR and AND

Spirit of 99 Dec 87
1. TI-Writer part 3
2. The TigerCub nuts and bolts disk.
3. Print-It
4. On disk files

JUG Johnson Space Center Dec 87
1. TI Workshop (a nice review)
2. Tax-Print program

ROM Fountain Valley Ca Dec 87
1. Picture it
2. Stringing and Unstringing
3. Assembly tutorial

VAST 99ers Oct/Nov 87
1. Review of Certificate 99
2. Whereforths of Forth
3. Assembly tutorial on DSR's
4. Burglar Alarms and the TI
5. Assembly, reading the joyst

Chigago times Newsletter Nov 8
1. Library shelf (reviews)
2. High Res graphics

Rocky Mountain 99ers Dec 87
1. Background noise
2. Graphsheet maker
3. Prog. for running drive clea
4. Answering machine

Tidewater 99ers Aug-Nov 87
1. Auxilliary power supplies
2. ASCII file to merge format

West Penn 99ers Dec 87
1. AVPC and Gramulator reviet
2. Tips for the beginner
3. Convert TI-Artist files to TI-Writer files.

L.A. 99ers Topics Nov/Dec 87
1. Article on Disk Dump
2. Program to convert TIW to prog.
3. Alpha Blast game Program
4. Program does absolutely nothing
5. XBasic Prog. to copy PRBase files
6. Article on Shuffling routines
7. Hi-Res graphics and the TI
8. Layout of screen disign border keys and which is which design

TI Riverside user group Dec 87
1. An outstanding TI-Writer article
2. Tips for beginners.

Tidewater User Group Dec 87
1. Debugging
2. nice article on PR Base

Philadelphia Area 99ers Dec 87
1. two-part article on the disk sys.
2. Calendar program
3. Hi-Res graphics part 2

The PUNN newsletter Jan 88
1. Amaze atari and commodor owners
2. Auto dialer
3. On ramdisks

Nutmeg 99ers Dec 87
1. Care and cleaning of drives
2. Call Files
3. Automated address book

Southwest 99ers Jan 88
1. Perpetual calendar
2. Color Fun Program

Spirit of 99 Jan 88
1. Multiplan mechaninations
2. TI-Writer part 4
3. Build a joostick adapter
4. Review of geneiology programs

San Diegu TI-SIG Dec 87
1. How to build an Octopus and how to troubleshoot printed circuits

Cleveland Area 99ers Dec 87
1. Overview of Funnelweb
2. Review of Enhanced Display package
3. Review of Asgard's Legends
4. Review of Imagewise Digitizer
5. Review of Chainlink

Anyone having information/data on the MBX System is urged to either contact the group by mail or Call one of the officers of the group. Anything would be appreciated.

THE PRINTER'S APPRENTICE
(A basic beginners walkthrough)

By Rick Felzien
WEST JAX 99ERS

When I first opened the documentation for the package called The Printer's Apprentice, I thought that I had had acquired a book written in ancient Greek or some other strange language. The first strange thing that you notice is that menu selections are referred to as decendants. My first reaction was complete bewilderment. After reading through the book a number of times and referring back and forth where it said "See decendent", I finally began to make a little sense of the whole matter. After reading and re-reading and trying and re-trying the menu items, after a while things began to come together.

This article will hopefully help those of you who have purchased the package and are having trouble, as I did in getting started.

The program set comes on four SS/SD disks. Disk one is a flippy with the programs on the front and some files on the flip side for use with the program set. Disks two and three are font disks, and disk four is Business Graphs 99 programs.

When making backup disks you must use a disk copy program as the program sectors must be the same as the origional due to the programs being written in TI-Forth. A double-sided version can be made if you use the procedures outlined in my article on making a double-sided copy of the PILOT 99 disk in a previous newsletter. The same goes for the Business Graphs 99 disk, you can copy the font files in the usual fashion.

When you first load The Printer's Apprentice, hereafter reffered to as TPA, you get a six item menu, Which are self-explanatory

1. Character Editor
2. Picture Editor
3. Formatter
4. Scheduler
5. Exit to Montor
6. Exit to TI-Forth

When you select Character Editor you have an editing screen with a menu across the bottom:

Edit; enters edit mode.

Disk; allows you to get a (Dir)ectory of a disk, selecr a Filename, or eXit.

Convert; lets you convert Sdsh fonts (single-strike--single height) to Dush fonts. (over-under--single height). The unique program setup alows you to use over-under strike to get better quality fonts in the printer

Setup; sets character style--Sdsh or Dush.

Help; startup order: Setup, Disk, Print & variables then eXit.

Print; used to set up printer. The menu is as follows.

Printfile String Varables Go
Writeindex Readindex Extern Back

This menu is pretty well self-explanatory. The following is a setup of the Variables menu and its defaults.

Printer	Eps	Gem	E
Density	Sd	Dd	S
Left margin			0
Right margin			400
Space (ASCII 32) size			4
Intercharacter size			2
Centerline (Y/N)			N

String allows you to print a string directly to the printer using the selected variables in the selected font to let you see how a particular setup will look.

NOTE:Readindex will read the width of each character in the font selected into memory to allow strings to be printed with the correct spacing for each letter and word.

NOTE:Writeindex will read the width of each created character or each character of a selected disk font into an index and store it back to the font file---If this option is not used after editing or creating a font file, character spacing may not be correct.

By using seperate filenames and changing Hight and Width, you can change the size of an existing font and create a separate font file.

Extern creates a D/F 80 file for use with the Scheduler. D/F 80 files can be saved with TI-Writer by using PrintFile and when prompted for filename enter F DSKx.filename. By prefixing the filename with an F will create fixed file format.

When you select the Picture Editor you are presented a blank editing screen and must use the appropriate CONTROL/FUNCTION keys to obtain a specific menu.(see the lists of keys included with this article). The picture editor is pretty well self-explanatory so I won't elaborate on that.

The Formatter is used to format the text and picture files to External format for use with the Scheduler. This allows you to set up such things as which font you want to use and the formatter even has its own text editor for creating text files rather than using Writer and then converting to fixed format.

Upon loading the Formatter you get the following menu:

Go Dir Vars Hyphen Jotter eXit

Go; is used to set up the file for the Scheduler and is the last selection you will use in the Formatter.

Dir; gives a directory of the selected disk drive.

Vars; lets you set up font type & style as well as other options that you will want to select for your formatted file. The following defaults are selectable.

```
Prntr Type / Eps Gem          E
Prnt Dnsy / Sd-Dd-Hs-Qd       S
FontStyle (Sdsh/Oush)         S
Lineteed size                 0
Space (ASCII 32) size         4
Intercharacter Width          2
Font/ASCII                    F
Wrap/Fixed                    W
Ragged/Microadjust            R
Left Margin                   0
Right Martgin               400
Next Breakpoint--Line at:     0
```

Hyphen; allows you to add hyphens as the formatter runs it will stop to allow the insertrtion of hyphens.

NOTE!!The formatter handles only 40 column text and if the text file is a TI-Writer file, it is broken down to 40 col.

Jotter; the formatter's own word processor. This also has a submenu
LoadF SaveF PrintF Edit Back Clear

GO; causes the formatter to create your master file for the Scheduler.

NOTE!! Be sure to name the files which are always displayed at the bottom of the screen. The printer defauld in all programs for TPA which is PIO.CR, is gemini compatible and can be left as is. The Sceduler treats both picture and text files as graphics files. This is how it places everything just where you want it down to the exact dot on a page. TXTFILE is the file you are using as a text file. FNTFILE is the font that you have selected. EXTRNFILE is the file to be created for the Scheduler.

When entering the Scheduler be sure again to name the files displayed at the bottom of the screen. Use the same name for EXTRNFILE as you used with the formatter to create the file and use a unique name for the SCHFILE as this is the file that the sceduler creates containing information on where to place the files on the screen as well as the size of the files in character dots etc.

The Scheduler menu is as follows:

Go ModifyS ReadS WriteS ClearS
Directory eXit

Go; is again the last selection used.

ReadS; reads a previously created Schedule.

WriteS; writes the present Schedule to disk.

ClearS; clears Schedule from the buffer.

Directory; gives a disk directory.

ModifyS; allows you to set up the schedule with this menu.

Edit Up Down Insert Active
Print Size Blockmove Zap eXit

Up; advances to next schedule item.
Down; advances to previous schedule item.
Insert; allows insertion of text.
Active; select active files.
Print; prints schedule data on printer.
Size; sizes the individual file in dots to allow determination of the start and end of a file for selecting placement of the next file. You can select up to 75 files in a schedule for a page.
Blockmove; allows you to move blocks of text etc.
Zap; removes an item from the schedule.
Edit; allows you to edit a schedule file or item, the folowing items are on the screen.

```
1 Filename:
Row:  0   0
Col:  0   0
#Reps:0
```

The number preceeding the filename is the position of that file in the file sequence of the schedule.

Filename; is the name of the item to use in that position.
Row; gives the starting and ending dotrow for the file.
Col; gives start and end dotcolumn of the file.
(you need only enter the starting values in Row & Col as when you use the size command after entering the starting values, the ending values are computed and listed to allow you th knlw where to start the next file in the schedule.
#Reps; number of times to print the particular file.

When you first start to try to use The Printer's Apprentice, it appears to be very cumbersome and hard to use. But as you use it more and start to become familiar with all the aspects of the programs, you will find it fairly easy to use and the limitations of the system are only as limited as your imagination.

I hope that this article will help you to have as much fun with the Printer's Apprentice as I have been having, and I have only begun to explore the possibiltiies.

There is a second font disk available as well as a toolbox disk available and I have ordered mine. The toolbox disk even has a program for creating borders so that you can create certificate type pages. Sounds interesting.

One thing that I really like about TPA is that its fonts are complete including upper and lower case, numbers, and all the symbols.

Character Editor f=Fctn c=Ctrl

Key	Function
f-1	Delete Column at Cursor
f-2	Insert Column at Cursor
f-3	Delete Row at Cursor
f-4	Erase Screen
f-5	Change editing window for over and under strike char.
f-6	Reflects character through the vertical axis.
f-7	Reflects character through the horizontal axis.
f-8	Inserts row at Cursor (will duplicate current row at cursor.)
f-9	Escape to Char. Editor Menu
f-S	Cursor left.
f-D	Cursor right.
f-E	Cursor up.
f-X	Cursor down.
c-R	Redraws window to screen
c-P	Prints character.
c-9	Character Save and Load control
c-=	Font height control.
S	Draw cursor left.
D	Draw cursor right.
E	Draw cursor up.
X	Draw cursor down.
K	Erase cursor left.
L	Erase cursor right.
I	Erase cursor up.
,	Erase cursor down.

Picture Editor f=Fctn c=Ctrl

Key	Function
f-1	Reduces horizontal width of paint brush
f-2	Increases horizontal width of paint brush
f-3	Reduces vertical height of paint brush
f-4	Clears screen and erases all drawings
f-5	Toggles marker between current cursor position and marker home
f-7	Draws/Erases line between cursor and marker depending on mode
f-8	Increases vertical height of paint brush
f-9	Exit to picture editor exit menue
f-0	Toggles between draw and erase mode
f-c	Draws/Erases circle centered at marker and radius to cursor
c-=	Enables Klipper option
c-8	Exit to Load/Save option
c-9	Toggles row/column counter on/off
c-p	Exit to print picture option
S	Draw cursor left
D	Draw cursor right
E	Draw cursor up
X	Draw cursor down
f-S	Cursor left
f-D	Cursor right
f-E	Cursor up
f-X	Cursor down
K	Erase cursor left
L	Erase cursor right
I	Erase cursor up
,	Erase cursor down
M	Reflect picture vertically
N	Reflect picture horizontally

FASTEXT/80 and SDUMP II

by

RICHARD CORDER

This is a program that I have used for some time now with my FASTEXT/80 printer. I beleive the people in the TI community that own this little jewel of a printer will find many screens they wish to print with the QUALITY 99 SOFTWARE SDUMP II. One of the advantages of using a screen dump is to catch screen from programs that contain information but no printer utilities in the program. The short program I have included in this issue has been used with several consoles without any problems but it is possible that your machine may load SDUMP II at a slightly differ-ant location. To check your machine load SDUMP II in Extended Basic then in command mode type in the following line.

CALL PEEK(10698,A,B,C,D) [press enter]

PRINT A;B;C;D [press enter] The screen should display these numbers.

27 83 48 51

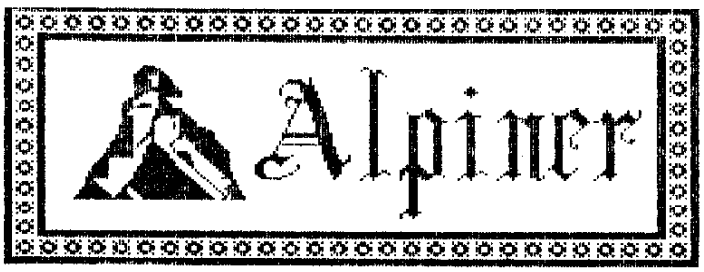
The Extended Basic version of SDUMP II should all load at the same location of >24F4 however the Basic version that loads with the Editor Assembler could be a problem. This I am not sure of because all machines I have tried the program runs fine. To check your program load SDUMP II in Basic as per the instructions. Now in command mode use CALL PEEK as we did in the Extended Basic example. The values returned for -22398 are 27 83 48 50 and the values for -22390 are 27 83 48 50. If the values you get are not the same you may PEEK around and find the location it is at and subtract or add the difference to numbers in the program.

When you have desided the program is going to work on your machine load SDUMP II and then the FAS/DUMPII program. The program is written in Basic so it may be used with both versions of SDUMP II without modification. The program will ask you which cartridge you used to load SDUMP II then makes the needed changes to the program in memory. This could have been done to the disk but I find this program to work as well and possibly more people will use it since there is no risk of destroying there disk.

The program SDUMP II can be purchased from QUALITY 99 SOFTWARE, 1004 Columbia Rd #1021, Washington DC 20009, or phone them at 202-667-3574. This is availible through TRITON products company.

I would like to thank the people from all the TI-99 user groups that gave me and the West Jax 99'ers the credit and THANK YOU for the "patch" that allows the FASTEXT/80 to be used with GRAPHX. I hope you all can use this program as well. Keep and eye out for other programs similar to this in the future.

For those of you that typed in my PICSHOW program for use with DRAW'N PLOT (not the latest version) I have a few lines to merge into the program to help make it a little more useful. I'll try to get some to upload this program to the EXCALIBUR BBS.

```
170 !*     VERSION 2.1       *
255 CALL LOAD(-3560,0,0) :: CALL LOAD(9483,15)
420 DISPLAY AT(14,2):"ENTER 3 TO CATALOG DISK"
425 DISPLAY AT(15,2):"ENTER 4 FOR CONTINUOUS":"  DISPLAY OF PICTURES"
430 ACCEPT VALIDATE("1234"):K$ :: IF K$="1" THEN 480 ELSE 440
450 IF K$="3" THEN 530 ELSE 455
455 IF K$="4" THEN 457 ELSE 400
457 P=VAL(K$):: CALL LOAD(-3560,P):: GOTO 590
755 CALL PEEK(-3560,P):: IF P$=STR$(P):: IF P$="4" THEN 690 ELSE 760
```

```
10 REM **********************
20 REM * FAS/RODUMP         *
30 REM * SCREEN DUMP II    *
40 REM * FOR FASTEXT/80    *
50 REM *by RICHARD CORDER  *
60 REM *CALL LOAD VERSION  *
70 REM *X-BASIC & BASIC    *
75 REM *BASIC&EDITOR/ASSM  *
80 REM *                   *
90 REM **********************
100 CALL CLEAR
110 CALL SCREEN(3)
120 FOR I=1 TO 14
130 CALL COLOR(I,3,16)
140 NEXT I
145 PRINT : : : : : : : : : :
150 PRINT :"  SCREEN DUMP II"
160 PRINT :"  FOR FASTEXT/80"
170 PRINT :"  CHOOSE 1 OR 2"
180 PRINT :"  <1> EXTENDED BASIC"
190 PRINT :"  <2> EDITOR ASSEMBLER"
200 PRINT : : : :
210 CALL KEY(0,K,S)
220 IF K<49 THEN 210
230 IF K>50 THEN 210
240 IF K=49 THEN 260
250 IF K=50 THEN 320
260 CALL LOAD(13214,41,200)
270 CALL LOAD(13268,41,200)
280 CALL LOAD(12912,41,208)
290 CALL LOAD(10698,27,42,0,128,1,0)
300 CALL LOAD(10706,27,42,0,0,1,0)
305 PRINT "    PROGRAM NOW CHANGED"
310 END
320 CALL LOAD( 22390,27,42,0,128,1,0)
330 CALL LOAD(-22390,27,42,0,0,1,0)
340 CALL LOAD(-20122,168,128)
350 CALL LOAD(-20176,168,128)
360 CALL LOAD(-20478,168,136)
370 PRINT "    PROGRAM NOW CHANGED"
380 END
```