

Bayou 99 Users Group, P.O. Box 921, Lake Charles, La. 70602

BAYOU BYTE

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MEETING NOTICE

The next meeting is **JAN. 21** at 7PM in NELSON ELEMENTARY on Country Club Rd. We will be installing new officers and other important things. There will be a discussion on where future meetings will be held. Also there will be a poll taken on holding a special Saturday or Sunday "Out of towners" meeting for those members that live out of town and can not attend the regular meetings. **NOTE!** You "out of towners" need to write in YOUR preference, since this is for your benefit! You can leave your "vote" on the TIBBS Board if you prefer. (Phone # 318-474-6144, 24 Hrs./day)

DELINQUENT MEMBER NOTICE

Listed below are members whose dues have expired, will expire, and will soon expire.

<u>OVERDUE</u> (Last issue)	<u>DUE</u> (This month)	<u>NEXT MONTH</u>
Jerry Burrell	John W. Bullard, Jr.	Matthew Ship
Kevin Kendrick	Lenard P. Hicks	Helen Girouard
Brian LeJune		
Thomas Kupp		
Robert Nordan		
T. C. Miller		

Be sure to check the date on your mailing label to be sure your membership doesn't expire. If you know of anyone who has a TI99/4A and is not a member; send in their name and address and we will put them on a complementary 3 month subscription to our newsletter so they will know that there are a lot of TI users out there alive and kicking!

THE TALKING HEAD
by John Singleton

First I'd like to thank everyone who voted for me. It's always a good feeling to know when you've achieved a goal but even nicer when it has been with the help of others. I only hope I can live up to the trust you have placed in me. However, I can not and will not do it alone. I need your help and support. Items in

particular that I would like you to step forward and do include: help read some of the many user group newsletters that we receive from other clubs and bring articles or programs of interest to the attention of the editor or the group; attend the meetings as often as you can (I know it's hard to make every meeting but your attendance is important!); when you come, bring a friend (I don't care if they have a TI or PC or what... they'll find something new each meeting); and last and most important, ask questions, give demonstrations, PARTICIPATE!

Make the BAYOU 99 USERS GROUP part of your New Year's Resolution. Resolve to help yourself and others to become more computer literate and to enjoy the best little computer around...YOUR TI 99/4A.

DISK DISCUSSION

From the Aug. '86 SHOALS Tidings by "Gil" Gilmore

I've heard several questions lately about how to tell what's on a disk. You can get a pretty good idea just by looking at the catalog. Most of this information has appeared in various newsletters and I don't make any claims to anything startlingly new or different. To me, most of what I've read is backwards; it tells what a particular type of program will look like on the disk catalog.

Here is what to expect when looking at a disk catalog...like when you get a disk from the library and don't quite know what you've got.

PROGRAM... This is the most commonly found type and also the least informative type description. You can, however, get some hints from the size of the program:

33 Sectors... Probably an assembly language program. Try option 5 of the Ed/Assem cartridge, especially if there's another title that is the same except for the last letter or number of the file name.

>33 Sectors... Try Basic or XB. You may have to free up some extra memory with CALL FILES(1) NEW OLD DSKn.name RUN.

<33 Sectors... Try in order B, XB, and A/L

52 Sectors... Tunnels of Doom programs generally use this format for data files.

54 Sectors... The Scott Adams adventures use this format.

Other Program Files... It's likely that you have found a data file for another program. Don't erase it or you may find something else won't run right.

DIS/VAR 80... These are usually documentation files to explain one or more major programs on the disk. Usually they'll have a name similar to others on the disk except ending in DOC. You can read these by using a TI-Writer type program (TK-Writer, BA-Writer, FUNLWRITER, etc.) or by using EDIT from the editor/assembler cartridge.

DIS/VAR 189... Most likely a MERGE format file in extended basic. Check it by entering MERGE DSKn.name and LISTing it.

DIS/FIX 80... These are assembly language programs which can easily be run if you know the program start name. Start out with the LOAD and RUN option of the E/A or MiniMem modules. When asked for the file name enter DSKn.name and press enter. Sometimes it will load and start running. More likely it will ask for a file name again and you will just press enter. Here's where it gets tricky. The next question will be PROGRAM NAME. Often someone will have scratched it in beside the name on the catalog on the disk jacket. If not, try some of the more likely choices such as START, BEGIN, RUN, LOAD, GAME, the file name, etc. Check the documentation files on the disk; it may be included in that file. (If all else fails, read the directions.) If you have a disk manipulator type program you can often find the starting name by searching the last five sectors of the program. (See additional info on assembly language programs at the end of this article.)

INT/VAR 254... These are usually more than 50 sectors long and are usually a long extended basic program. You'll likely need to have at least 32K of memory expansion.

A few notes... Console basic and extended basic programs will load and run ok through XB; the most likely failure will be a crash with a BAD VALUE IN xxx message. It probably had used characters above 143 which aren't available to XB. Another problem is in CB use of colons as print line feeds. XB interprets them as statement separators and sees a syntax error. If you try to run an XB program in CB you'll probably get a FOR-NEXT ERROR IN xxx because the NEXT part of the sequence had been ignored when it comes after a double colon statement separator. Any commands that are XB only will be read as garbage in CB.

Any of the above types of files can and are used as data files. Have fun running all of those good programs and improving some of the rest.

DISK DISCUSSION II

From the 99er OUTPUT of Waco, TX:

There are 3 forms for an assembler program: TAGGED OBJECT, COMPRESSED TAGGED OBJECT, and MEMORY IMAGE.

TAGGED OBJECT is stored in a "DISPLAY/FIXED 80" file on disk only. It's in HEXADECIMAL for easy E/A editing. It can be loaded via "CALL LOAD" in XB, option 3 using E/A, option 1 using Mini-memory, or using "CALL LOAD" in TI-BASIC with either the E/A or MM module. It can be "ABSOLUTE" or "RELOCATABLE". The absolute code must always be loaded at the same place in memory while relocatable code can be loaded anywhere. If the Tagged Object file has references to other files or sub-routines, they will be resolved by the loader

except in the case of an XB loader.

COMPRESSED TAGGED OBJECT code is like Tagged except that the program data is saved in bytes allowing it to load faster but it cannot be loaded from XB. Both forms are produced with the E/A assembler from source code.

The **MEMORY IMAGE** form is the most compact and fastest loading of assembler programs and can be stored on disk or cassette. It is identified as a "PROGRAM" file in a disk catalog and can be loaded with Option 5 using E/a, or Option 3 using TI-WRITER. Please note that the screen will go blank and must be turned back on by the program itself. Memory Image files are produced using the "SAVE" utility on the E/A disk 'B'. Memory Image files like BASIC programs, can be accessed from/to any I/O device with a single I/O call. That is why they load so fast.

There is a size restriction to Memory Image files of 2400 bytes, although the E/A and TI-WRITER modules will load multiple Memory Image files to make a larger program. The loader does this by looking for files, after the initial file is loaded, whose filename is similar except for the last letter which is incremented by one. Example: The file "GAME" is loaded. The loader then looks for "GAMF", "GAMG", etc. if such files are required due to program size.

Memory Image files have a three word header followed by the data to be placed in memory as follows:

- (1) The first word is a "flag". If it is not zero (i.e. FFFF) then this file is not the last in a multi-file program. For example, if the flag for "GAME" is FFFF then there HAS to be at least a file named "GAMF", etc.
- (2) This word is the length of the Memory Image file in bytes, including the six byte header.
- (3) This word is the CPU address where the file is to be loaded. Execution always begins at the first byte of the first segment loaded.

TI-WRITER TIPS

From Mid-Hudson UG newsletter, Brett Kropf:

Don't like losing your filename?

When you want to insert a file into the text you are working on, you don't have to overwrite the original filename! When accessing the LoadF, PrintF, or SaveF editor command, instead of typing over the filename, just press Insert (FCTN-2) and type in the filename of the desired file and then at least one space. This will "push" the original filename to the right, while keeping it intact (unless you push it past the edge).

When you go back to the SaveF, etc., simply Delete the inserted filename and you can then use the original filename(s) again without typing them in again, or better

yet, trying to remember what it was!

From Upstate NY 99/4 UG, Rich Lane:

Formatter Command Reminders:

When entering formatter commands in TI-WRITER there are some rules to follow. Except commands pertaining to text such as "^" (required space), "&" (underline), etc., format commands may not appear on a line with text.

Generally, multiple format comands may be strung together on a single line, but must be separated by a semicolon (;) and a period must be the first character on a format command line, example: .FI;LM 4;RM 75;AD.

There are some special rules which must be followed. For example, there are four commands that can only be placed at the end of a string of commands or else they must be placed on a separate line. These are the DP (define prompt), FD (footer), HE (header), and TL (transliterate) commands. The CO (comment) command must always be on each comment line. If an indent command is used it will be nullified if it was preceded by a NF (no fill).

From TI BUG SOUTH, George Lambert:

When you print files using the Formatter, you've probably noticed that there are lines reserved for a HHeader and/or a FFooter. The original version used 5 lines at the top of a page for the header and 3 at the bottom for the footer. The new version of TI-WRITER (the one that doesn't begin with a paper wasting form feed), fails to generate the two blank lines (line 1 and 2) on the first page and generates only one of them on all subsequent pages. This causes your text to begin on the fourth line on page one and on the fifth line on all others.

By adding the following procedure to your file, you can regain the first blank line and gain the second for an additional line of text:

The asterisk (*) in the first HE line should be replaced with a line feed character by keying this sequence: CTRL U, SHIFT J, CTRL U.

TI-WRITER TIPS II

From Miami County Area UG, June '86:

Here is one that everyone who has TI-WRITER has surely figured out a long time ago. When you are using the EDITOR and you go to the main menu at the top of the page, it is not necessary to row through all the menu selections for many functions. For example: to load a file you do not need to first select F and then select LF. Instead you can go directly to LF.

Another time saver is that when you are done with a file that is in the EDITOR and you want to load another file, simply go to the main menu by selecting function/9 and type

in LF<ENTER. followed by the file name you wish to load. Your new file will load right over the file in the buffer with no problem at all. It is not necessary to first purge the buffer before loading the new file.

Another useful trick involves using the "@" and the "&" symbols in your text. As you may know, these two symbols are used to start overstrike (@) and to start underscore (&). If you are composing text and you want to use one of these symbols as a character and not as a printer code, simply enter them twice and they will print normally when you run your text through the FORMATTER.

TI-WRITER TIPS III

From Northeast Tarrant UG by way of LA 99ers' Topics:

Some of you do not like to use TI-WRITER because of the windowing feature, and the line numbers, and having to type in format commands for each letter. I'm here to tell you, there's an easier way! To eliminate the scrolling window, go to the Command mode and use the TAB command. Set your right hand margin to 38. Now go to the Edit mode and use FCTN 0 to turn off the line numbers. There! Now you will be able to see everything you type without that bothersome scrolling window. (However, you will have to reformat to print the file as an 80 column. See below.)

Now, on to the format commands. This pesky little problem is really very simple to eliminate. You can make a "header file" of format commands that you often use and save them to disk in a file named "format", or whatever you wish. For example, and I am going to use a colon instead of the period in this example, for obvious reasons.

```
:FI
:LM 6;RM 72
:IN +32
John Doe
120 Roundtree Rd.
Ft. Worth, TX 70000
```

June 19, 1985

```
:IN +0
Dear Sirs,
:IN +5
:IN +32
Regards, (or any closing)
John Doe
```

Now, save this to disk, and when you get ready to write a letter, just load it into the editor. Go to the line with :IN +0, enter Insert mode, type in the name and address of the person you are sending it to. Go to the line with :IN +32, enter Insert mode and type in the body of the letter. This

may seem a little complicated at first, but it's really very easy to use.

LAGNIAPPE

- * Ryte Data is reported to be planing to market an expansion box with space for 5 cards. The expansion unit would also accomodate 4 horizontal disk drives.
- * January's isue of the "Computer Shopper featured an article on the Hyundai, an IBM clone, manufactured in Korea and soon to be introduced into the U.S. Previous Korean entries to the U.S. market have included Daewoo (Leading Edge) and Samsung so another Korean product is not that much of a surprise. What is surprising is the marketing strategy to be employed by the importer, Blue Chip Electronics. The Blue Chip PC will be marketed through mass market outlets such as Target, Venture, Fedco, The Wiz, SaveMart, and Wal-Mart Stores. At its first appearance in Target Stores the basic unit included 512K RAM with one 360K floppy disk drive, parallel and serial output ports, 6 expansion slots 130 watt power supply and a \$899 price tag. A color video board was an extra \$99. Hard disk options are to be available in the 1st quarter of 1987.
- * John Dow, of Dow-4 Gazelle Flight Simulator fame, has announced plans to introduce a "true simulator with 360 degree panoramic graphics for visual flight simulation. We believe the market for a "true" simulator would be very strong in the \$25 to \$30 price range. We wish John success in his plans for another in his excellent offerings for the 4/A.
- * We are truly saddened to receive notice that the National Ninety Niner will cease publication. Although the publication had not been paying its way, publication had been continued through the untold hours and dollars invested by Don and Luci Veith in an effort to provide the 99/4A community another source of news, tutorials, programming, and other items of interest to the TI-99/4A users. We know how difficult it was for Don and Luci to have been forced into this decision.
- * MICROpendium has announced plans to publish a list of User Groups to appear in their January or February issue. The initial listing would be followed by periodic updates to keep the list current. To be successful in this effort, they have invited all TI User Groups to send them the Group's name and address, meeting dates, membership dues, and a name and telephone number of a contact within the Group. The Bayou 99 U.G. has sent the requested information to:

MICROpendium
P.O. Box 1343
Round Rock TX 78680

* In a previous issue of MICROpendium is a report on a flight simulator program by Not-Polyoptics. Titled the "SPAD Flight Simulator", the program setting is France during WW1. The program is reported to offer "true" flight simulation with complete acrobatic control and a 360-degree panoramic in flight view screens and, for the expert pilot, a battle mode. Scheduled for release January 1st and priced at \$29.95, the program requires a 32K memory expansion, disk drive and the Editor/Assembler cartridge. Orders may be sent to:

Not-Polyoptics
P.O.Box 4443
Woodbridge, VA 22191

- * To the list of disk drives compatible with the TI-99/4A, add another excellent disk drive. The Fujitsu Model M2551A is a half height low power direct drive, DSDD disk drive that is really quiet (read silent). I have operated these drives in pairs in the P-Box with no problems at 6 ms access time. To prevent accidental damage to the read-write heads, the drive will not close without a disk in the drive. I recommend these drives to anyone planning to expand his system.
- * MG, nee Miller Graphics, has announced they will be phasing out the manufacture of the "GRAM Kracker". Citing problems with deliveries "which was ruining our reputation", Craig Miller stated that MG was still committed to support for the TI Market and pointed out the introduction of a new PROM for the Cor-Comp disk controller card and the Danny Michael written GRAM Kracker Utility I. If you have not yet purchased the GRAM Kracker get your order in now, you won't be disappointed.

WELCOME TO DREAMLAND!
VISIT THE ADVENTURE GAMES! >>RASPION<< >>ADVENTURE<<

```

-----
I  I  I  I          I  I  I  I
I 0 I  I I          I  I  I 0 I
I  I  - -10I- - - - -10I- -I  I
I  I0 0I  I  0 0 0 0 0 0  I  I0 0I  I
  III  10I          10I  III
  I 0 I  I 0 0 0 0 0 0 0  I  I 0 I
  I  10I          10I  I
  I0 0I  I  0 I  - - - - I 0  I  I0 0I
  I  10I  I  I  I  10I  I
  I  I I  I  I  I  I  I  I
  I 0 I  I  I  I  I  I  I 0 I
  I 0 I  I  I  I  I  I  I 0 I
  I  I  I  I  I  I  I  I  I
-----

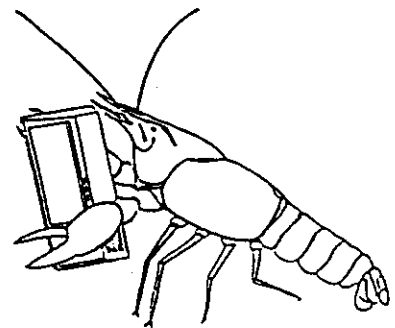
```

1200 B/N/1

300 7/E/1

The IMPOSSIBLE DREAM BBS
>>HOUMA, LA.<< >>(504) 851-5190<<

SYSOPS: Joe Zorn Stephanie Zorn Billy Zorn
Jim Barnett Rick Luquette
TI 99/4A XMODEM File Transfers
Adapted from Montie Schmidt's "TECHIE" BBS



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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, only \$3.00 each plus \$1.50 per order for PPH. Entertainment, education, programmer's utilities. Descriptive catalog \$1.00, deductible from your first order.

Tips from The Tigercub, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, just \$15 postpaid. Tips from the Tigercub Vol. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files and programs, also just \$15 postpaid.

```
*****
*
* Tips from the Tigercub
* Vol. 3 is now ready.
* Another 62 programs,
* routines, tips, tricks.
* from Nos. 25 thru 32.
* Also $15 postpaid. Any
* two Tips disks $27 or
* all 3 for $35 postpaid.
*
```

Nuts & Bolts (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms,

and 5 pages of documentation with an example of the use of each subprogram. All for just \$19.95 postpaid.

Nuts & Bolts No. 2, another full disk of 100 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also \$19.95 postpaid, or both Nuts Bolts disks for \$37 postpaid. Tigercub Full Disk Collections, just \$12 postpaid! Each of these contains either 5 or 6 of my regular \$3 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - my own programs on these disks are greatly discounted from their usual price, and the public domain is a FREE bonus!

TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

For descriptions, send a dollar for my catalog!

The READFILE subprogram on my Nuts & Bolts #2 disk has a backward parentheses in line 21161. This is the corrected line -
21161 DISPLAY AT(17,1):"OPEN PRINTER #:"NAME? " : ACCE
PT AT(17,15)VALIDATE(DIGIT)S
IZE(-3):P : ACCEPT AT(10,7)
:P# : OPEN #P:P# : GOTO 21
163

When Texas Instruments developed Extended Basic, they took away the ability of Basic to redefine or color the characters in sets

15 and 16, ASCII 144 to 159, in order to make room in memory for sprites (they did let us have color set # instead. That is why Basic programs which use sets 15 and 16 will crash if you try to run them in XBasic.

Finally, John Behnke published in the Chicago Times newsletter an amazing routine which gave us back those missing sets. His routine was 13 sectors long. Recently, Richard Heath published in the L.A. newsletter a shortened version. And, without having any idea how it works, I have managed to scrunch it down to only 4 sectors -

```
1 CALL BXB
29999 !BXB by Jim Peterson,
adapted from VDPUTIL2 by Joh
n Behnke/Richard Heath
30000 SUB BXB :: CALL INIT :
: CALL LOAD(8194,37,194,63,2
40)
30001 CALL LOAD(16368,80,79,
67,72,65,82,37,58,80,79,75,6
9,86,32,37,168)
30002 !
30003 FOR J=1 TO 136 :: CALL
LOAD(9529+J,ASC(SEE$(J)\($
,J,1))): NEXT J :: SUBEND
30004 SUB CHAR(A,A#):: CALL
LOAD(9500,A):: CALL LINK("PO
CHAR",A#):: SUBEND
30005 SUB COLOR(A,B,C):: CAL
L LOAD(9492,8,15+A,(B-1)*16+
C-1)
30006 CALL LINK("POKEV"):: S
UBEND
```

Note that line 30002 is missing. That's because there is no way to key it in. Once again we need a program that writes a program -

```
100 FOR J=1 TO 136 :: READ A
:: M#M#CHR$(A):: NEXT J
110 OPEN #1:"DSK1.BXBDATA",V
ARIABLE 163,OUTPUT :: PRINT
#1:CHR$(125)&CHR$(0)&"\[\[\$
"&CHR$(198)&CHR$(199)&CHR$(1
36)&M#&CHR$(0)
120 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1
130 DATA 2,224,37,20,3,0,0,0
```

```
,2,5,48,48,2,6,37,2,285,133,
2,134,37,17
140 DATA 17,252,4,192,2,1,0,
1,2,2,37,1,2,3,18,0,212,131,
4,32,32,20
150 DATA 288,4,9,80,2,32,3,0
,2,1,37,2,2,2,0,8,2,7,11,0,2
,8,7,0,193
160 DATA 1,192,193,193,180,9
7,133,145,135,21,1,113,136,6
,198,145
170 DATA 135,21,1,113,136,21
0,70,10,198,177,137,220,198,
2,131,37,10
180 DATA 17,240,4,32,32,36,1
6,6,2,224,37,20,3,0,0,4,32
,32,32,4
190 DATA 192,216,0,131,124,2
,224,131,224,4,96,0,112
```

RUN that to create a file BXBDATA on the disk. Then load the BXB program, and enter MERGE DSK1.BXBDATA. The unprintable line will pop into place. SAVE this completed BXB routine in MERGE format, and merge it into any Basic-only program. If you want, the result can be run through a Compactor program and turned into multi-statement program lines for more speed.

Or, you can write an Extended Basic program using all 16 character sets for graphics and color - actually 17, because set # is also available. Even the characters 24 through 31 can be redefined! Craig Miller has warned against fooling around in that area of memory, but there seems to be no problem with redefining the cursor (30) or the edge character (31). Sprites can only use characters between 32 and 143 and their color cannot be changed with CALL COLOR(#,). I have not found any other bugs, but have not had time for much experimenting.

Here's an easy Tigercub challenge - run this one in Basic, not Extended Basic.

```

>LIST
100 DISPLAY AT(1,1):0
>RUN
0
0
Why did it print the zero
twice?

```

I wrote this next one primarily for blind users. It converts each PRINT or DISPLAY directly to speech output and also provides a speech prompt for INPUTs.

```

100 !PRINT SPEAKER by Jim Peterson - to add OPEN #1:"SPEECH",OUTPUT and convert PRINT and DISPLAY statements to PRINT #1
110 !Also writes a PRINT #1 for INPUT prompts
120 !Program to be converted must first be SAVED in MERGE format. Recommend it be RESequenced before SAVEing, to make room for INPUT lines
130 PS=CHR$(156)&CHR$(253)&CHR$(200)&CHR$(1)&"1"&CHR$(181)
140 DISPLAY AT(3,1)ERASE ALL:"INPUT FILENAME?":"DSK"::ACCEPT AT(4,4):IF#::OPEN #1:"DSK"&IF#,INPUT,VARIABLE 163
150 DISPLAY AT(5,1):"OUTPUT FILENAME?":"DSK"::ACCEPT AT(6,4):OF#::OPEN #2:"DSK"&OF#,OUTPUT,VARIABLE 163
160 PRINT #2:CHR$(0)&CHR$(1)&CHR$(159)&CHR$(253)&CHR$(200)&CHR$(1)&"1"&CHR$(181)&CHR$(199)&CHR$(6)&"SPEECH"&CHR$(179)&CHR$(247)&CHR$(0)
170 LINPUT #1:M#::P=POS(M#,CHR$(156),3)::A=POS(M#,CHR$(162),3)::Z=POS(M#,CHR$(181),3)
180 I=POS(M#,CHR$(146),1)::IF I=0 THEN 210::IF Z=0 OR Z<I THEN PRINT #2:M#::GOTO 240
190 M2=SEG$(M#,1,1)&SEG$(M#,2,1)&PS&SEG$(M#,1+1,Z-I-1)&CHR$(0)::PRINT #2:M2
200 PRINT #2:SEG$(M#,1,1)&CHR$(ASC(SEG$(M#,2,1))+1)&SEG$(M#,3,255)::GOTO 240
210 IF P=A=0 THEN PRINT #2:M#::GOTO 240

```

```

220 M=MAX(P,A)
230 M#=SEG$(M#,1,2)&PS&SEG$(M#,M+1,255)::PRINT #2:M#
240 IF EOF(1)<>1 THEN 170 ELSE CLOSE #1::CLOSE #2
250 DISPLAY AT(12,1)ERASE ALL:"Type NEW and Enter"::DISPLAY AT(15,1):"Type MERGE DSK":OF#::END
*****
MOLLY DARLING
100 CALL CLEAR::CALL SCREEM(5)::FOR SE=1 TO 12::CALL COLOR(SE,16,5)::NEXT SE
110 DISPLAY AT(3,0):"MOLLY DARLING"::"Written and performed by":TAB(9):"Eddy Arnold"::DISPLAY AT(24,1):"Programmed by Jim Peterson"
120 FOR D=1 TO 200::NEXT D::DISPLAY AT(12,1):"Just a moment....."::".....looking for my music..."
130 DIM N(100),N2(100),A(250),B(250),C(250)::F=110::FOR J=1 TO 80::N(J)=INT(F#1.059463094^(J-1)+.5)::NEXT J
140 DATA 16,11,8,16,8,11,16,4,11,18,11,8
150 DATA 20,16,11,23,11,16,25,21,16,20,16,21
160 DATA 23,20,16,23,16,20,23,11,16,23,16,11
170 DATA 20,11,16,20,16,11,20,8,11,20,11,8
180 DATA 20,11,16,25,16,11,23,11,16,20,8,4
190 DATA 18,16,18,18,18,16,18,16,18,18,11,16
200 DATA 18,15,11,18,9,15,18,11,9,18,9,3
210 DATA 20,8,1,20,13,8,20,8,13,20,13,4
220 DATA 27,20,18,27,18,20,28,18,12,20,12,18
230 DATA 25,21,16,25,16,21,25,13,16,25,16,13
240 DATA 27,23,21,27,21,23,27,23,18,27,18,21
250 DATA 20,23,20,28,20,23,28,20,16,27,16,20
260 DATA 30,21,13,28,13,21,27,21,13,25,13,21
270 DATA 23,20,16,23,16,20,28,11,16,20,16,11
280 DATA 30,23,13,28,13,23,23,20,13,20,13,16
290 DATA 25,21,16,25,16,21,25,21,16,27,16,21

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300 DATA 28,23,20,20,16,11,18,15,11,20,11,15
310 DATA 16,11,8,16,8,11,16,9,1,16,1,9
320 DATA 16,11,8,16,8,11,16,1,8,16,13,1
330 DATA 25,21,16,25,16,13,25,13,9,25,9,4
340 DATA 23,20,16,23,16,11,23,11,8,23,8,4
350 DATA 21,18,11,21,11,9,21,9,6,20,6,3
360 DATA 21,16,11,20,16,11,20,11,8,20,8,4
370 DATA 18,13,18,18,18,16,18,16,1,20,13,10
380 DATA 22,18,13,20,22,18,27,18,22,25,22,18
390 DATA 23,18,15,23,15,11,23,11,6,23,6,3
400 DATA 23,21,15,23,15,11,23,11,9,23,9,6
410 DATA 16,13,8,16,8,13,16,13,8,18,13,9
420 DATA 20,11,8,21,8,11,20,11,8,18,11,6
430 RESTORE 140::T=16::GOSUB 400::RESTORE 140::T=4::GOSUB 400::RESTORE 140::T=12::GOSUB 400::RESTORE 140::T=16::GOSUB 400
440 RESTORE 210::T=20::GOSUB 400::RESTORE 170::T=4::GOSUB 400::RESTORE 250::T=4::GOSUB 400::RESTORE 280::T=4::GOSUB 400::RESTORE 190::T=8
450 GOSUB 400::RESTORE 140::T=16::GOSUB 400::RESTORE 290::T=40::GOSUB 400::RESTORE 140::T=16::GOSUB 400::RESTORE 410::T=8::GOSUB 400
460 RESTORE 310::T=8::GOSUB 400::GOTO 490
470 GOTO 490
480 FOR J=1 TO T::X=X+1::READ A(X),B(X),C(X)::A(X)=A(X)+12::B(X)=B(X)+12::C(X)=C(X)+12::NEXT J::RETURN
490 DISPLAY AT(10,1):"Control volume of 3 voices":using 1, 2 and 3 keys for:"louder and 0, W and E for:"softer."
500 DISPLAY AT(15,1):"Control speed using 'F' for:"faster and 'S' for slower."

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510 DISPLAY AT(18,1):"Change key using 'A' for:"higher and 'D' for lower."
520 DISPLAY AT(21,1):"Press 'Z' for minor key, 'X' for major key."::V1,V2,V3=100::F,P,Y=0::X=200
530 FOR J=1 TO 192::CALL SOUND(-999,N(A(J)-Y),V1,N(B(J)-Y),V2,N(C(J)-Y),V3)::FOR T=1 TO X/50::P=1^X::NEXT T
540 CALL KEY(0,K,S)::IF S<1 THEN 710::ON POS("123QWERTYXZ",CHR$(K),1)+1 GOTO 710,550,560,570,580,590,600,610,620,630,650,670,690
550 V1=V1-1-(V1=0)::GOTO 710
560 V2=V2-1-(V2=0)::GOTO 710
570 V3=V3-1-(V3=0)::GOTO 710
580 V1=V1+2+(V1=30)::GOTO 710
590 V2=V2+2+(V2=30)::GOTO 710
600 V3=V3+2+(V3=30)::GOTO 710
610 X=X-20-(X<2)::GOTO 710
620 X=X+20::GOTO 710
630 IF F=1 THEN GOSUB 700
640 Y=Y-1-(Y=20)::GOTO 710
650 IF P=1 THEN GOSUB 700
660 Y=Y+1+(Y=6)::GOTO 710
670 IF F=1 THEN 710::GOSUB 680::GOTO 710
680 F=1::Y=0::FOR W=3 TO 27 STEP 12::N2(W)=N(W)::N(W)=N(W-1)::N2(W+5)=N(W+5)::N(W+5)=N(W+4)::N2(W+10)=N(W+10)::N(W+10)=N(W+9)::NEXT W::RETURN
690 IF F=0 THEN 710::GOSUB 700::GOTO 710
700 F=0::FOR W=3 TO 27 STEP 12::N(W)=N2(W)::N(W+5)=N2(W+5)::N(W+10)=N2(W+10)::NEXT W::RETURN
710 NEXT J::J=192::FOR V=10 TO 30::CALL SOUND(-999,N(A(J)-Y),V,N(B(J)-Y),V,N(C(J)-Y),V)::NEXT V::FOR D=1 TO 500::NEXT D::GOTO 530

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MEMORY FULL

Jim Peterson

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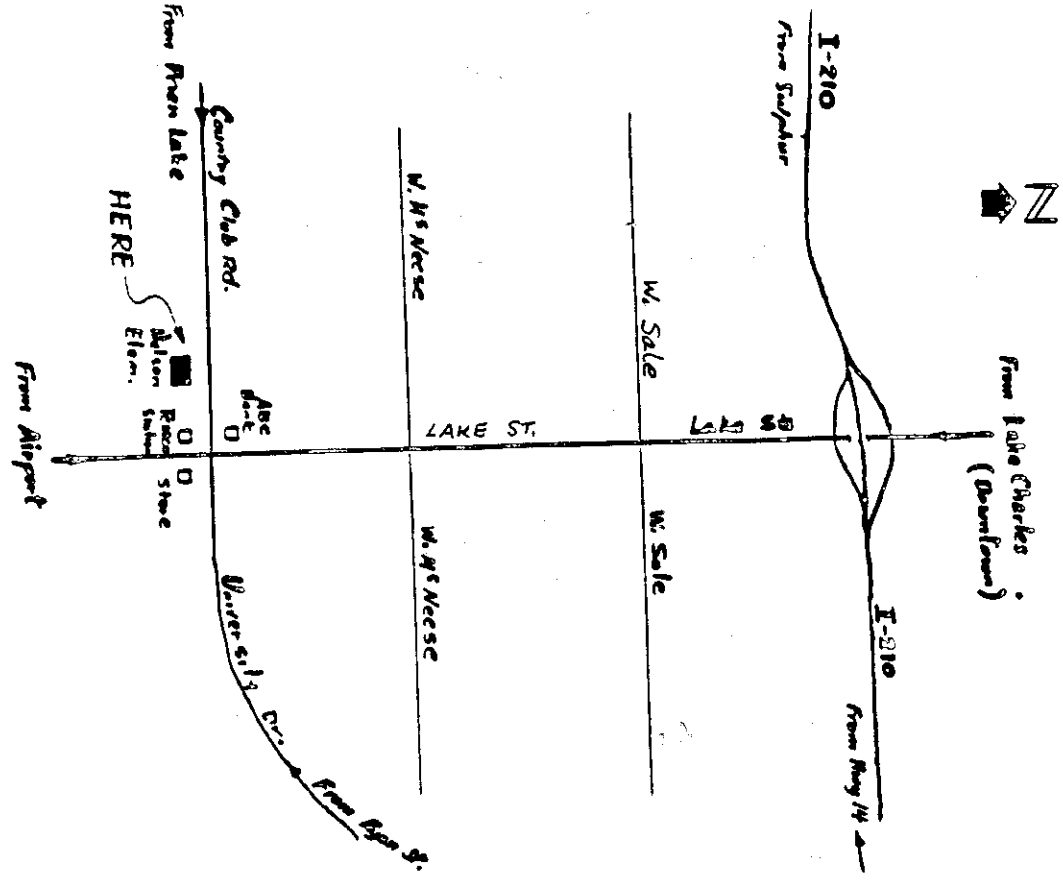
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