BAYOU BYTE

****** MEETING NOTICE ******

The next meeting is **MAR. 17** at 7PM in <u>NELSON ELEMTARY</u> on Country Club Rd. We will demo the new Disk of the Month and some of the "new" fairware. Richard Mitchell will present our March program and we'll discuss topics of interest to all. Come out and bring a friend. If you're having problems with something in particular, bring it up. Who knows, we just might have the solution.
Come out and contribute to the exchange of ideas and friendship.

****THE TALKING HEADS****
by John Singleton

The month has brougth a lot of interesting things our way. We received three fairware offerings; 1)an invoice program from the NORTHERN NEVADA 99'ers that is in our library and will be reviewed in next month's newsletter; 2) from one of our own members down in Del Rio,TX, we got the new version 3.5 of the excelent DM1000 disk manager program and a copy of SIDEWAYS, a printer utility for printing files sideways on your Epson compatiable printer; and 3) Tom Freeman's PRINTGEMS (LA99ers), an excelent textfile manipulation program (detailed elsewhere in this issue).

Charles Foster, one of our "out of town" members, sent a disk and letter with a sad tale of woe. It seems his disk controller malfunctioned and "blew" his disk (the one he sent). On it he has some very long and important text files. So important, in fact that he had made a backup disk of these files! (This is the part where Murphy's law takes over.) Not knowing that his disk controller was "out to lunch", he installed his backup disk to try to load the file he needed--- bye bye backup. As they say "To err is human but to really foul things up takes a computer!" (or a bad disk controller) BUT now for the good news! The files are still intact on the disk and should be recoverable by selectively track coping them to a good disk. Part of the problem is that not only did the directory sectors (0 & 1) get messed up but the sector count is wrong. We'll let you know the outcome in next month's newsletter.

Since last month's "TEST" received a favorable response, there is another two included in this issue. Take up the challange and give them a try!

Our thanks to Pete Still for his input to this month's issue. He brought to our attention that the "out of towners" had no idea what the club Disk of the Month was all about or what programs they contained. For that matter, anyone who didn't attend the meetings would not know what they were about either! Now they will.

****THE LIBRARY SOAPBOX****
by Pete Still

Did you ever try to catalog 500,000 computer programs? Believe me, I don't recommend it as a hobby. What's that? O.K. O.K. so it's not really 500,000 programs but sometimes it sure seems like it.   Which brings me to one of my main points, we don't really have 500,000 programs in our library but it sure would be great if we did. We'd have the finest library of computer programs in the country and really be able to do a crackerjack job of providing our members with a variety of things to cover almost any want or need. What an incentive to use your computer 'for something more than playing video games.

What I'm leading up to is this.   A user group library only survives and grows through the contributions of the members. How many· of you out there have some good programs that you would be willing to share with other group members.   I know that I tend to donate a copy of any new public domain or freeware software that I receive to the library. Look through what you have and see if there isn't something that would help others out as well as improve the quality and quantity of our library.   This   is YOUR library. Please support it.
Nuff said on that subject...........

The reorganization and recataloging of what·we have in the library proceeds apace.(In other words, as fast as I can spare the time to do the work.) I am constantly finding really good programs that I was not aware we had and that is one of the main things that keeps me going.   I have expanded from 6 to 10 categores of software for more ease in finding what you are looking for and am reclassifying software into these new categories. Don't put me on the rack if I don't quite make it but I am going to shoot for having at least a partial new catalog for the library by the April Meeting Date. When I say partial, I mean that the categories will be set up and what I have been able to classify into those categories will be there for you to select from.   With the library set up this way, I can just classify new programs as I get them and add them to the catalog. I also plan on issuing a catalog update for new programs about once a month. Hopefully this will keep everybody happy.   (including software collectors)

NEW STARTING THIS MONTH! (FLASH-FLASH-FLASH)

As of this month, We are starting a Freeware of the Month. This will be one of the freeware offerings contained in the library and will be available either at the meetings or by mail the same as the regular Disk of the Month Volumes. You asked for it you got it. (or maybe you didn't but you got it anyway)

This month's offering is Marty Kroll's Library Cataloger which is one of the finest programs of it's type that I have ever seen. This program alone has stood between me and a nervous breakdown while I've been trying to get the library changed into the new format.   If time permits, I will try to do a demo on this software at the meeting and will do a review in this column for those who are not able to attend.

This program loads from option 3 of the E/A cartridge and has options too numerous to mention now. (See next month's Soapbox.) Versions are available for use both with Craig Miller's GRAM/KRACKER and without it.

There will be a nominal charge on this disk (amount to be decided) but the responsibility for sending the requested donation to the author for this software is YOURS.

Oh Oh! Funlwriter just spit out my last paragraph, a sure sign that I'm starting to foam at the mouth again. More next month.

**** **TEST** ****

This month we're going to really make you think! There are two simple problems, one involving alot of logic and a little math; the other involving a little math and alot of logic. Bring your answers to the next meeting or mail them in. For the real ambitious, write a computer program for the solution to one or the other problem.

(1) The Spider and The Fly

A 12x30 foot room has a 12 foot ceiling. In the middle of the end wall, a foot above the the floor, is a hungry spider. He wants to capture a fly in the middle of the opposite wall, one foot below the ceiling. What is the shortest path the spider can take to get to the fly? Give the distance in feet and if it helps, a geometric diagram of the path. (NOTE: This is a common spider; not one able to fly or leap 30 foot distances!)

(2) Time and Tide

A ship is at anchor in the harbor. Over its side hangs a rope ladder with rungs one foot apart. The tide rises in the harbor at the rate of 8 inches per hour. At the end of 6 hours, how much of the rope ladder will remain above water, assuming that 8 feet were above water when the tide began to rise?

See, I told you they were simple!

****PRINTGEMS****
=========

Through the efforts of Terrie Masters of the LA 99ers, I have aquired a FAIRWARE printer utility program by TOM FREEMAN. What follows is his description of the program as it appeared in their newsletter, Topics. This program is in our library and is very useful. If you get a copy and use it be sure to send a contribution to: LA 99ers Computer Group, P.O. Box 3547, Gardena, CA 90247-7247. They have one of the most informative newsletters of any user group and your contribution will help with their publishing cost.

For $10.00, the club has recently made available a disk containing my printer utilities, published in the newsletter over the past year and revised this summer. The disk itself contains an extensive documentation file, but I would like to give you a very shortened version here, in hopes that it will entice you to buy the disk. I AM NOT PROFITING IN ANY WAY from the sales of this disk - the funds are going directly to support this user group, which quite frankly is in desperate need of them. I hope that all the readers of the LA 99'er User Group Newsletter will in fact BUY this disk, and not copy it from a friend, or download it from a BBS, because we cannot continue to publish this fine newsletter without the funds to back it up!!

Filename	Size	Type / Length	P	Filename	Size	Type / Length	P
DATAMERGE	6	DIS/VAR 163		QUADCOL	11	PROGRAM 2306	
DATAMERGE1	11	DIS/VAR 163		SWAYS	9	PROGRAM 1919	
DATAMERGE2	17	DIS/VAR 163		SWYS1/NODT	5	PROGRAM 784	
DOCS	83	DIS/VAR 80		SWYS2/NODT	5	PROGRAM 784	
MAKE/DATA	6	PROGRAM 1100		SWAYS/NODT	5	PROGRAM 784	
MAKE/DATA1	6	PROGRAM 1110		VARLISTER	8	PROGRAM 1663	
MAKE/DATA2	6	PROGRAM 1039		XBPRNTDOCS	3	PROGRAM 271	

Following is an explanation of all the programs on this disk:

First, the documentation file is called DOCS. It may printed by any of three methods: (1) load it into the editor of TI-WRITER and print it with the PF function (do not use the formatter); (2) use the Editor/ Assembler Edit screen, option #4 (PRINT) without loading in first; or (3) RUN the program XBPRNTDOCS in XBasic (which handles the whole job for you). If using (1) or (2), the printer device name should include .LF (e.g. PIO.LF).

There are three runnable programs on the disk; all must be used in XBasic. The first is QUADCOL, already in widespread use by newsletter editors (including this one!). This program produces pages of two, three or four columns from ordinary TI-WRITER text files. You first use the TI-WRITER formatter to produce a file with the your desired column width, with the output going to disk rather than printer. Right-justifying is desirable but not necessary. Printer control codes as well as the formatter's underline and emphasize commands can all be used. A small amount of manipulation must be done on the output file before it is ready for QUADCOL. You then indicate your choice of columns per page, line feeds, and lines per page (the last two being useful if you wish to squeeze more than 66 lines on a page). Each page will read column to column sequentially, and the columns on the last page will be of equal length.

The second program is SWAYS, which will print a text file, such as those produced by the E/A or TI-WRITER editors, sideways on an Epson compatible printer, using the printer's graphics capabilities. The only restriction on the text file is that it must contain only ASCII characters. There are provisions for shorter than 80 character lines, and for chaining files together. Being a basic program, it of course runs rather slowly, but it works.

There is a companion group of nine programs that go with SWAYS, but are there for your edification only. As described in the DOCS, the program depends on a series of data statements, which cannot be read, that give the graphics information for each ASCII character to the printer. The program MAKE/DATA was used to produce the data statements, in a MERGEable file named DATAMERGE. The program SWAYS/NODT is what SWAYS looked like before the data statements were merged in. The other two sets of three programs (carrying the numbers 1 and 2 in their names) are similar programs to use the printer's double and quad density graphics capabilities. I did not find the difference to be striking, but they are there for you to use if you wish. Simply merge the appropriate DATAMERGE file into the /NODT file to produce the alternative versions of SWAYS.

The third program, VARLISTER, is especially useful to anyone writing text which incorporates Basic programs (e.g. teachers or newsletter writers). Whereas the TI normally can produce only 80 column program listings when output to disk or printer, with VARLISTER you can produce a listing of any width that you wish. There are provisions for margins and printer control codes. For instance, you can produce screen-sized 28 column listings, useful for those who need to type in exactly what they see, or 160 column listings to save space (my printer can do that in compressed elite mode). It should be noted that in the June, 1986 issue of The Smart Programmer, Craig Miller published a method of changing the width with the GramKracker(tm). VARLISTER, however, allows you to go rapidly back and forth between different sizes.

The DOCS file explains all this in greater detail and also takes you through each program so that you can understand it, and even modify it if you wish. To do this you will need printouts of each. DO NOT PRINT a listing of SWAYS, or of any of the DATAMERGE set. They are full of control characters and will make your printer go crazy! (For instructional purposes, list SWAYS/NODT instead.)

I hope you enjoy the programs. I don't want to "belabor" the point, but I have labored long over them for the good of the club. PLEASE SUPPORT YOUR CLUB.

Tom Freeman

****LIBRARY NOTES****
by Pete Still

It recently occured to me that all of our out of town members might be wondering what all the noise was about concerning the Disk of the Month offerings as they haven't been able to get to the meetings and see what was on them. I apologize to our out of towners that this didn't occur to me sooner than it did but better late than never.

So, in order to rectify this oversight, I am listing the contents of Disk of the Month volumes 1-4 here so that anyone who missed it the first time around can see what is there and decide if they would like to have one or more of these disks. These are the November, December, January, and February issues just as they were distributed at the meetings.

You can obtain copies of these disks by requesting them from me either at meetings or by mail. Instructions for mail requests are in the March Disk of the Month Notes.

On with the listing:

99KRDOM/1 Free:043 Used:315

FILENAME	SIZE	TYPE	P	COMMENTS
01 ARCHIVER1	032	Program	Y	Barry Traver's Freeware for archiving files.
02 CLOROPLMAP	036	Program	-	Prints U.S. Map varying size of States by input.
03 HOUSTON	029	Program	-	Plays the Larry Gatlin Song "Houston".
04 LOAD	028	Program	-	Good XB loader program with lots of options.
05 LORDPRAYER	034	Program	-	Bill Knecht Program plays music to Lord's Prayer
06 PEG/JUMP	025	Program	-	Are you good enough to remove all pegs but one?
07 SCRABBLE/B	037	Program	-	Not quite Scrabble but just as much fun.
08 STRIPPER	018	Program	-	Plays 5'2" and draws graphic of a stripper(NUDE)
09 WORLDMAP	018	Program	-	Locates points on world map by Lat. and Long.
10 WRITETEST	017	Program	-	Good aid for teachers in writing tests.
11 YAHTZEE/B	041	Program	-	A Console Basic version of the popular game.

99KRDOM/2 Free:014 Used:344

FILENAME	SIZE	TYPE	P	COMMENTS
01 BIORYTHM	030	Program	-	Forecasts by month or day to screen or printer.
02 CHECKBOOK1	021	Program	-	Use your computer to balance your checkbook.
03 HAMMURABI	033	Program	-	Can you be a good ruler for a kingdom? (Game)
04 HIDDENPRS	035	Program	-	Test your memory by matching up hidden pairs.
05 LOAD	028	Program	-	Good XB loader program. (Same as 99KRDOM/1)
06 LOSTRUINS	039	Program	-	You are a space archaeologist digging up ruins.
07 PINVENTORY	028	Program	-	Keep a complete inventory of household contents.
08 ROCKY/TOP	015	Program	-	Music program plays the song "Rocky Top".

```
09 S*A*M        025  Program -  Shoot down the alien invaders and pile up pionts
10 STING        032  Program -  Plays "The Entertainer" from "The Sting".
11 TYPESKIL     013  Program -  Educational game to improve touch typing skills.
12 WEATHER      045  Program -  Forecast the weather.  Almost as accurate as T.V.
```

99ERDOM/3 Free:009 Used:349

FILENAME	SIZE	TYPE	P	COMMENTS
01 BANANAS	044	Program	-	Music. Plays "Yes We Have No Banannas".
02 CAMELOT	045	Program	-	Fight other knights to be chosen to save Camelot
03 CASSFINDE	006	Program	-	Cataloger for cassette tapes. (List for Docs)
04 DEC/HEXCON	018	Program	-	Convert decimal to hexadecimal and vice-versa.
05 FINDEX	035	Program	-	Data Base that can be used with cassette.
06 HANGMAN	020	Program	-	Guess the right letters or you will be dead.
07 LOAD	028	Program	-	Same as "LOAD" on 99ERDOM/1 and 99ERDOM/2.
08 MANDY	014	Program	-	Plays the Barry Manilow song "Mandy".
09 MASH	026	Program	-	Plays the Theme Song from the T.V. Show "MASH".
10 QUINTUS	023	Program	-	Strategy. Can you grab more blocks than computer
11 TEACHERAID	034	Program	-	Set up teacher's grading files by semester.
12 WALLPAPER	020	Program	-	Estimates how much paint or wallpaper you need.
13 WRDBLDR	013	Program	-	Create speech files for use with Sp. Synth.
14 WRDSRCH(I)	008	Program	-	Input words to create and store "Seek-A-Words".
15 WRDSRCH(P)	015	Program	-	Use to print puzzles created with WRDSRCH(I).

99ERDOM/4 Free:018 Used:340

FILENAME	SIZE	TYPE	P	COMMENTS
01 BISMARCK	012	Program	-	Plays Johnny Horton Song "Sink the Bismarck"
02 CATADISC	015	Program	-	Ken Steed program prints beautiful disk catalog.
03 FRENCH	027	Program	-	Elementary French Tutor. Requires Speech.
04 GEOMETRY	034	Program	-	Moderately hard geometry quiz.
05 GOLDBAG	020	Program	-	Can you or your opponent grab the most gold.
06 GREENGREEN	014	Program	-	Plays the song "Green Green"
07 LOAD	028	Program	-	Same LOAD as on 99ERDOM/1,99ERDOM/2,99ERDOM/3.
08 MORNING	040	Program	-	Plays the song "Morning Has Broken".
09 MURDER	024	Program	-	Electronic Clue. See if you can solve the crime.
10 RECIPE/CON	031	Program	-	Increase or decrease recipe ingredients.
11 SPELLING	013	Program	-	Spelling practice. Requires speech.
12 TRIPPLAN	039	Program	-	Keep track of mileage and trip expenses.
13 YAHTZEE/XB	043	Program		Extended Basic version of the popular game.

March Disk of the Month Notes:

This is the latest issue of our Disk of the Month (Volume 5) and we are doing our best to try and maintain a fairly wide selection of types of programs. We are, however, always open to suggestions as to how we can improve the Disk of the Month and thereby serve our members even better. If you have a comment or suggestion, send it to our P.O. Box marked ATTN: Librarian or if you can get to the meetings, just tell me then. Believe me, I can use all the good ideas I can find.

Remember, this is YOUR User group. If you don't participate, we can only guess what you really want. Only YOU

can tell us how to change or improve.

Following is a listing of this month's Disk of the Month (# 5) and a brief description of each program. These disks are available for $4.00 each and may be obtained at the meetings or by sending a request to:

BAYOU 99 USERS GROUP
ATTN:LIBRARIAN
P.O. BOX 921
LAKE CHARLES, LA. 70602

99ERDOM/5 Free:032 Used:328

FILENAME	SIZE	TYPE	P	COMMENTS
01 BEER/POLKA	035	Program	-	Plays the song "Beer Barrel Polka".
02 BXB	004	D/V:163	-	Merge this with console basic programs for XB.
03 FLOORCOVER	027	Program	-	Estimates carpet or tile needed for projects.
04 GATORALLEY	014	Program	-	Get out of the swamp without getting eaten.
05 GUNNER	024	Program	-	Destroy enemy spaceships before they destroy you
06 HARRIGAN	034	Program	-	Plays the song "Harrigan".
07 LOAD	028	Program	-	Same "LOAD" as on previous 99ERDOM offerings.
08 PRESIDENT	018	Program	-	Quiz on American Presidents. Requires Speech.
09 PUPPYTOWN	034	Program	-	Plays Sam Moore Jr's. "Ode to Puppytown".
10 TRIIUTIL	013	Program	-	Use to read or print DIS/VAR 80 Files.
11 TRIGTRICKS	041	Program	-	Quiz on Trigonometry problems.
12 WUMPUS	033	Program	-	Disk version of the TI cartridge game.
13 YARN/CALC	021	Program	-	Use to calculate yarn needed for craft projects.

NEWSLETTER SPOTLIGHT

Last month we featured the article "How Low Can You Go?". This month our newsletter spotlight is on a "follow-up" on that article reprinted from "The Computer Voice" newsletter, from the Southern California Computer Group.

FROM PITTSBURG UG,
MARCH 1987 NEWSLETTER

Music Programming: Using Noise As Low Bass Notes
By, Bill Knecht

An article in the October 1986 HUG Newsletter by Jeff Gatlin prompted me to write this article on Low Bass Notes. Mr. Gatlin gave a good explanation on how the low note is created by using a CALL SOUND with three voices and one noise, but there is an easier way to correct the affect of a seventh note being played. The seventh note is played for the bass note if you use a CALL SOUND (1000,330,0,392,0,523,0,-4,0). To correct this he suggested using a mover note, such as 494 instead of 523. Trouble is that if you are reading the music and typing it in, you have to remember to enter the "wrong" note, like C# for C or F for E.

One way I do it is to multiply the third note by 3.75. The CALL SOUND statement would look like this: CALL SOUND (1000,330,0,392,0,523*3.75,30,-4,0)

I use the 30 for the volume of the third note so it will be too low to be heard. Thus you have a low C, two octaves below middle C or the one below 131.

Below is a sample program you can type in to see how the low notes decrease:

```
100 CALL SOUND (1000,523,0)
110 CALL SOUND (1000,262,0)
120 CALL SOUND (1000,131,0)
130 CALL SOUND (1000,523,30,523,30,523*3.75,30,-4,0)
140 CALL SOUND (1000,262,30,262,30,262*3.75,303,-4,0)
150 END
```

This is the technique I used in my recent music program "Holiday Road" and the technique used in the popular Pennsylvania Polka and Beer Barrel Polka.

Another Technique is to multiply the third note by 7.480916. This will drop the sound one octave. In other words, CALL SOUND (1000,131,30,131,30,131*7.480916,30,-4,0) would give you the note that is one octave below low C (131). I like this technique because you can input the third note as a "normal" low note, then by adding the noise routine drop the note one octave. i used this procedure in my new Christmas song named "Santa". If you like programming music, I would urge you to try this and see what kind of sounds you can come up with.

DECOMPOSING SCREEN
By Tom Wynne Puget Sound 99ers

The adjacent program will make the letters literally fall off the screen! It will first display the text (lines 100-170) and then, after pressing any key, the letters will randomly fall down. You can use the subroutine "DECOMPOSE" (lines 200-300) in any XB program. To do this, remove lines 100-190, type "RES 32000", and then save it in merge format by typing "SAVE DSK1.DECOMPOSE, MERGE". Now load a program that you want this routine to be in and then type "MERGE DSK1.DECOMPOSE". Now you will have the routine entered from lines 32000 on. To use the routine, just enter a "CALL DECOMPOSE" anywhere in your program where you want it to start decomposing the screen.

HOW LOW CAN YOU GO?
By John F. Willforth West Penn 99'ers

Taken from a sound tutorial, the program listed below is an example of a method of creating sounds at lower frequencies than those published by T.I. in the basic manuals. They say that the lowest frequency is at 110 cps. and if you believe this, you'll never be accessing the really low notes that can be created using the "noise voice" #4 in combination with certain frequencies. So run the program and see how low the T.I. can go! (John got his information from a tutorial and utility program called "CALL SOUND EFFECTS" by Tom Moran. Anyone out there have a copy? He's got my interest up-- ED.)

```
*****LOW NOTES*****
100 DATA 1475, 1293, 1227, 1105, 990, 957,
840, 735
110 FOR I=1 TO 8
120 READ T
130 CALL SOUND(1000,T,30,T,30, T,30,-4,1)
140 NEXT I
150 RESTORE
160 GOTO 110
```

```
*****DECOMPOSING SCEEN*****

100 DISPLAY AT(2,1)ERASE ALL
:" DECOMPOSING SCREEN"
110 DISPLAY AT(3,8):"BY TOM
WYNNE" :: DISPLAY AT(4,6):"P
UGET SOUND 99ERS"
120 DISPLAY AT(6,1):"THIS PR
OGRAM WILL MAKE THE" :: DISP
LAY AT(7,1):"SCREEN LOOK LIK
E IT IS DE-"
130 DISPLAY AT(8,1):"COMPOSI
NG. THE LETTERS" :: DISPLAY
 AT(9,1):"WILL LOOK LIKE THE
Y ARE"
140 DISPLAY AT(10,1):"FALLIN
G RIGHT OFF THE" :: DISPLAY
AT(11,1):"SCREEN. YOU MAY WA
NT TO"
150 DISPLAY AT(12,1):"CHANGE
THIS PROGRAM SO YOU" :: DIS
PLAY AT(13,1):"CAN MERGE IT
RIGHT INTO"
160 DISPLAY AT(14,1):"ANOTHE
R PROGRAM AND FOOL" :: DISPL
AY AT(15,1):"YOUR FRIENDS!"
170 DISPLAY AT(20,1):"PRESS
ANY KEY TO START."
180 CALL KEY(0,K,S):: IF S=0
THEN 180
190 CALL DECOMPOSE :: END
200 SUB DECOMPOSE
210 !
220 RR=INT(23*RND)+1 :: CC=I
NT(31*RND)+1
230 CALL GCHAR(RR,CC,CH):: I
F CH<33 THEN 220
240 CALL SPRITE(#1,CH,2,RR*8
-7,CC*8-7,0,0)
250 CALL HCHAR(RR,CC,32):: F
OR I=1 TO 6 :: CALL COLOR(#1
,16)
260 FOR J=1 TO 10 :: NEXT J
:: CALL COLOR(#1,2):: NEXT I
270 CALL MOTION(#1,80,0)
280 FOR I=1 TO (24-RR)*8 ::
NEXT I :: CALL DELSPRITE(#1)
290 CALL SOUND(240,-8,0):: G
OTO 220
300 SUBEND
```

TIPS FROM THE TIGERCUB

#41

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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**********************************
*                                *
*  TIPS FROM THE TIGERCUB  *
*  VOL. 3 is now ready.    *
*  Another 62 programs,    *
*  routines, tips, tricks  *
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*                                *
**********************************


**********************************
*                                *
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*  two Tips disks for $27, *
*  any 3 for $35, all 4    *
*  for $42, postpaid.      *
*                                *
**********************************
```

This will be the last issue of the Tips from the Tigercub.

I started this newsletter over 3 years ago, as a means of promoting my software business. It has never been a success for that purpose, but I have kept it going because of the many interesting newsletters that I have received in exchange, and the many friends that I have made around the world.

I know, from the editors' comments in many of your newsletters, that many of you are finding it difficult to finance a newsletter for your shrinking membership, and even more difficult to find the time, and the material to print. For a one-man user's group pretending to be a business which is getting very little business, it has become impossible. User group members have never been good customers for anyone's software, for reasons which you all know, and those who are remaining active in the TI world are wanting more sophisticated software than I have to offer.

Some of you have offered to subscribe to my Tips, but I just don't have the time to get involved in anything like that. I have had some other projects on the back burner for too long, and it's time I got to work on them - they can hardly turn out to be less profitable than trying to sell software!

I am NOT going out of business, and I am NOT releasing my programs to the public domain. I will continue to sell them, and will continue some classified advertising.

My heartfelt thanks to the many user group editors and officers who have tried in many ways to encourage and help me. Many thanks to those who have purchased my programs.

I will greatly miss your

newsletters. I continue to keep in contact with some of you. Perhaps now I can find time to browse in the TI sections of CompuServe or GENIE, and perhaps I will meet you there.

The answer to the challenge in the last Tips? For a clue, try -
DISPLAY AT(24,1):0 in Basic.
Still don't get it? In Basic, DISPLAY is the same as PRINT, but AT is not recognized, so the computer thinks you are telling it to print the variable AT(1,1) - which, being undefined, is 0 - and advance to the next line (the :) and print 0.

I have always wanted a pocket calculator with several memories and a window to display the contents of each one. So, since there is plenty of room for windows on a TV screen, I wrote one.
It does not require any use of the Enter key, but each CALL KEY input must be validated and processed, so don't type too fast. It will accept such inputs as M1=7= or M1=7+1= or M2=1-M1= to put a value in a memory; or 6+7= or 6+M2= to calculate and display, or 6+7M1 or M1-.M2M3 to calculate and put into memory, and will even do multiple calculations such as 1+2-3/4*5%6, subtotaling after the first two.
100 CALL CLEAR :: CALL SCREEN(5):: DEF S$(X)=SEG$(A$,X,1)&" = " :: CALL PEEK(8198,A)
:: IF A<>170 THEN CALL INIT
110 CALL LOAD(-31806,16):: ON WARNING NEXT :: GOTO 140
120 SET,M$(),K,S,A$,S$(),R,C,N,N1,N2,N1F,N2F,M1F,M,MF,DF,FF,VF,EF,FL,N$,F2,T,M2,MEM(),ST,NX,ZF
130 CALL COLOR :: CALL CHAR :: CALL KEY :: CALL SOUND !&P-
140 FOR SET=0 TO 4 :: CALL C

```
OLOR(SET,16,1):: NEXT SET ::
 FOR SET=5 TO 8 :: CALL COLO
R(SET,5,16):: NEXT SET :: CA
LL CHAR(64,"I")
150 FOR SET=9 TO 12 :: CALL
COLOR(SET,16,1):: NEXT SET
160 DISPLAY AT(1,10):"TIGERC
UB":"  MULTIMEMORY@CALCULAT
OR": :"MEMORY #1": :"MEMORY
#2": :"MEMORY #3": :"MEMORY
#4": :"MEMORY #5"
170 M$(1)="#123456789.+-*/%=
CXM" :: M$(2)="#123456789.AS
KDPECXM" :: DISPLAY AT(20,1)
:"use ?":"(1) symbols":"(2)
alpha characters"
180 CALL KEY(0,K,S):: IF S=0
 OR K<49 OR K>50 THEN 180 ::
 A$=M$(K-48)
190 DISPLAY AT(20,1):S$(12);
"add";TAB(16);S$(16);"percen
t" :: DISPLAY AT(21,1):S$(13
);"subtract";TAB(16);S$(17);
"equals"
200 DISPLAY AT(22,1):S$(14);
"multiply";TAB(16);S$(18);"c
ancel" :: DISPLAY AT(23,1):S
$(15);"divide by";TAB(16);S$
(19);"clear all"
210 DISPLAY AT(24,1):"M1 to
M5 = memories #1 to #5"
220 R=15 :: C=1 :: N,N1,N2,N
1F,N2F,M1F,M,MF,DF,FF,VF,EF,
FL,ZF=0 :: N$="" :: DISPLAY
AT(18,1):""
230 CALL KEY(3,K,S):: IF S<1
 THEN 230 :: CALL SOUND(50,5
00,5):: DISPLAY AT(R,C):CHR$
(K):: C=C+1
240 ON POS(A$,CHR$(K),1)+1 G
OTO 260,270,270,270,270,270,
270,270,270,270,270,280,290,
250,290,290,290,340,410,420,
430
250 IF VF=1 OR MF=1 THEN 290
 :: ZF=1 :: N$="-" :: GOTO 2
30
260 DISPLAY AT(R,C-1):"?" ::
 C=C-1 :: GOTO 230
270 IF MF=1 THEN 260 :: FL=0
 :: VF=1 :: IF DF=0 AND ZF=0
 THEN N=N*10+K-48 :: GOTO 23
0 ELSE N$=N$&CHR$(K):: GOTO
230
280 IF DF=1 THEN 260 :: DF=1
 :: MF,FL=0 :: IF ZF=1 THEN
N$=N$&"." :: GOTO 230 ELSE N
$=STR$(N)&"." :: GOTO 230
290 IF C=2 OR FL=1 THEN 260
:: FL=1 :: IF FF=0 THEN 320
```

```
300 F2=POS(A$,CHR$(K),1)-11
:: IF VF=1 THEN GOSUB 480
310 GOSUB 520 :: N1=T :: DIS
PLAY AT(18,1):"SUBTOTAL":T :
: N2F,N2=0 :: FF=F2 :: GOTO
230
320 IF VF=0 THEN 330 :: VF,M
F=0 :: GOSUB 480
330 MF=0 :: FF=POS(A$,CHR$(K
),1)-11 :: GOTO 230
340 IF C=2 OR(FF=0 AND M1F=0
)OR(C=4 AND M1F=0)OR FL=1 TH
EN 260
350 IF C=4 THEN EF=1 :: M2=M
 :: N1F,MF=0 :: GOTO 230
360 IF VF=1 THEN GOSUB 480
370 IF EF=0 THEN 400
380 IF N2F=0 THEN MEM(M2)=N1
 :: DISPLAY AT(M2*2+2,11):N1
 :: GOTO 220
390 GOSUB 520 :: MEM(M2)=T :
: DISPLAY AT(M2*2+2,11):T ::
 GOTO 220
400 GOSUB 520 :: DISPLAY AT(
15,C):T :: GOTO 220
410 DISPLAY AT(R,1):"":"":""
:"" :: GOTO 220
420 MEM(1),MEM(2),MEM(3),MEM
(4),MEM(5)=0 :: FOR R=4 TO 1
2 STEP 2 :: DISPLAY AT(R,10)
:"" :: NEXT R :: GOTO 410
430 IF EF=1 AND MF=1 THEN 26
0
440 CALL KEY(3,K,ST):: IF ST
<1 OR K<49 OR K>53 THEN 430
ELSE CALL SOUND(50,300,5)::
M=K-48 :: DISPLAY AT(R,C):CH
R$(K);:: C=C+1 :: MF=1 :: FL
=0 :: IF VF=1 THEN GOSUB 480
450 IF N1F=0 THEN M1F,N1F=1
:: N1=MEM(M):: IF ZF=1 OR DF
=1 THEN N1=VAL(N$&STR$(N1)):
: DF,ZF=0 :: GOTO 230 ELSE 2
30
460 IF N2F=0 THEN N2F=1 :: N
2=MEM(M):: IF ZF=1 OR DF=1 T
HEN N2=VAL(N$&STR$(N2)):: DF
,ZF=0 :: GOTO 230 ELSE 230
470 GOSUB 520 :: MEM(M)=T ::
 DISPLAY AT(M*2+2,11):T :: G
OTO 220
480 IF DF=0 AND ZF=0 THEN NX
=N ELSE NX=VAL(N$):: DF,ZF=0
490 IF N1F=0 THEN N1=NX :: N
1F=1 :: GOTO 510
500 N2=NX :: N2F=1
510 VF,N=0 :: N$="" :: RETUR
N
520 IF FF=1 THEN T=N1+N2 ELS
E IF FF=2 THEN T=N1-N2 ELSE
```

```
IF FF=3 THEN T=N1*N2 ELSE IF
 FF=4 THEN T=N1/N2 ELSE T=N1
*N2/100
530 RETURN


    I have always been annoyed
by the difficulty of hyphen-
ating with TI-Writer, when I
want to avoid the gaping
holes that wraparound and
Fill and Adjust can cause.
Manually filling and adjust-
ing with carets is slow, and
leaving a space after the
hyphen is unreliable, so I
wrote this program.

100 DISPLAY AT(2,10)ERASE AL
L:"TIGERCUB":" HYPHENATED F
ILL AND ADJUST"
110 DISPLAY AT(6,1):" Prepar
e text with TI-Writer":"Edit
or. Leave left TAB at 0,"1"s
et right TAB at the actual"
:"value of the line length d
e-"
120 DISPLAY AT(10,1):"sired
(i.e., for a 28-char":"lin
e, set it at 28)."
130 DISPLAY AT(12,1):" Inden
t as desired. Center":"hea
dings as desired but be":"
sure to follow them with a
":"line feed (Enter). Hyphen
ate"
140 DISPLAY AT(16,1):"as de
sired and follow the":"hyp
hen immediately with a":"
line feed (Enter)."
150 ON ERROR 160 :: GOTO 170
160 ON ERROR 160 :: RETURN 1
70
170 DISPLAY AT(20,1):"INPUT
FILE? DSK" :: ACCEPT AT(20,1
6)BEEP:F$ :: OPEN #1:"DSK"&F
$,INPUT
180 DISPLAY AT(22,1):"OUTPUT
 FILE? DSK" :: ACCEPT AT(22,
17)BEEP:NF$ :: OPEN #2:"DSK"
&NF$,OUTPUT
190 DISPLAY AT(24,1):"LINE L
ENGTH?" :: ACCEPT AT(24,14)V
ALIDATE(DIGIT):L
200 LF$=CHR$(13):: H$="-"&CH
R$(13)
210 ON ERROR 210 :: GOTO 220
220 ON ERROR 210 :: RETURN 3
10
230 LINPUT #1:M$ :: IF M$="
" OR M$=LF$ OR M$="" OR ASC(
```

```
M$)>127 OR(LEN(M$)=L AND POS
(M$,LF$,1)=0)OR POS(M$," ",1
)=0 THEN 310
240 IF POS(M$,LF$,1)<>0 AND
POS(M$,H$,1)=0 THEN 310
250 IF POS(M$,H$,1)<>0 THEN
M$=SEG$(M$,1,LEN(M$)-1)
260 IF LEN(M$)=L THEN 310
270 P=1
280 X=POS(M$," ",P):: IF X=P
THEN P=P+1 :: GOTO 280 ELSE
Y,P=X :: IF POS(M$," ",P)=0
OR P=L THEN 310
290 M$=SEG$(M$,1,X)&" "&SEG$
(M$,X+1,255):: IF LEN(M$)>=L
THEN 310 ELSE P=X+2
300 X=POS(M$," ",P):: IF X=0
THEN P=Y :: GOTO 300 ELSE G
OTO 290
310 PRINT #2:M$ :: IF EOF(1)
<>1 THEN 230 ELSE CLOSE #1 :
: CLOSE #2


    Here is one for the pre-
schoolers -
100 CALL CLEAR :: CALL SCREE
N(14):: CALL COLOR(1,11,11,1
2,5,5):: DISPLAY AT(3,10):"S
EE-N-SAY": : :"PRESS ANY KEY
 " :by Jim Peterson based on
a routine by Michael Lyons
110 DIM E$(16),PAT$(16):: CA
LL CHAR(123,RPT$("F",16))
120 DATA "    "," (","," (
","  ((","," ( "," ( ("," ((
"," (((","( "," ( "," ( ("," ( (
"," (( ((","," (( "," (((((("  ( "," ((((
"," (((((("
130 FOR J=0 TO 15 :: READ PA
T$(J):: NEXT J
140 CALL KEY(0,K,S):: IF S=0
 THEN 140
150 CALL CHARPAT(K,CP$):: FO
R X=1 TO 16 :: Y=ASC(SEG$(CP
$,X,1)):: E$(X)=PAT$(Y+(Y>57
)*7-48):: NEXT X :: IF K>96
AND K<123 THEN K=K-32
160 CALL CLEAR :: CALL SAY(C
HR$(K)):: FOR X=2 TO 16 STEP
 2 :: DISPLAY AT(8+(X/2),12)
:E$(X-1);E$(X):: NEXT X
170 CALL SAY(CHR$(K)):: GOTO
140


    And so, one more time

       MEMORY FULL

       Jim Peterson
```

"NOTICE"

****

##

DUES

MEETING DATES

MEETINGS ARE HELD THE 3rd TUESDAY OF EACH MONTH AT 7:00 P.M. IN NELSON ELEMENTARY SCHOOL, 1001 COUNTRY CLUB RD. (JUST WEST OF LAKE ST., ON SOUTH SIDE OF THE ROAD). ALL VISITORS WELCOME!

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*****************************
********** 1987 **********
* ********************** *
* *       MARCH        * *
* * S  M  T  W  T  F  S * *
* * -  -  -  -  -  -  - * *
* * 1  2  3  4  5  6  7 * *
* * 8  9  10 11 12 13 14 * *
* * 15 16 (17) 18 19 20 21 * *
* * 22 23 24 25 26 27 28 * *
* * 29 30 31             * *
* *                     * *
* ********************** *
* ********************** *
* *       APRIL        * *
* * S  M  T  W  T  F  S * *
* * -  -  -  -  -  -  - * *
* *          1  2  3  4 * *
* * 5  6  7  8  9  10 11 * *
* * 12 13 14 15 16 17 18 * *
* * 19 20 (21) 22 23 24 25 * *
* * 26 27 28 29 30        * *
* *                     * *
* ********************** *
*****************************
```

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