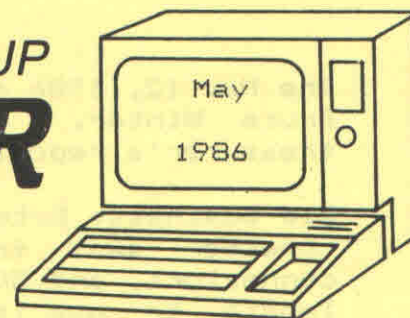


CEDAR VALLEY 99'ER USER GROUP

NEWSLETTER



NEWSLETTER TOPICS

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5. NLQ For The GEMINI 10X
6. Misc
7. Disk Label Maker
8. Tips From The Tigercub
9. Have you tried "PDS" lately

****CU99'er UG OFFICERS****

President: Jim Green
 288 Windsor Drive NE
 Cedar Rapids, Iowa 52402
 377-4073 (Home) or
 395-1898 (Office)

Vice President: Bruce Winter
 242 11 St. NW
 Cedar Rapids, Iowa 52405
 362-6196

Secretary: Gary Bishop
 860 Westview Dr.
 Marion, Iowa 52302
 377-9574

Treasurer: Ed Hayek
 3864 Lost Valley Rd. SE
 Cedar Rapids, Iowa 52403
 366-4793

Chairpersons:

Program: Dave Dalton
 920 Hillview Dr.
 Marion, Iowa 52302
 377-1715

Publicity: Paul Mortensen
 3179 Country Park Dr.
 Toddville, Iowa
 393-6022

Education: James Trainor
 6013 Langdon Ave. SW
 Cedar Rapids, Iowa
 365-2047

****NEXT MEETING****

Monday, June 9, 7:00 PM at the
 JA building, 330 Collins Road NE.

DEMONSTRATION: 4A FLYER

This is a cartridge based flight simulator that will be sold by Navarone. All frequent flyers, pilots and would be pilots should be sure to attend.

****FUTURE MEETING DATES****

Please mark the following dates on your calendar for future meetings:
 June 9, July 14, August 11.

****MINUTES FROM MAY MEETING****

The May 12, 1986 meeting was called to order at 7:05 PM by Vice President Bruce Winter. Minutes of last month's meeting were approved. A treasurer's report was read and approved. 31 people were present.

Old Business: Extension cable assembly is available to move the P box connector away from the side of the console. Cost is \$8.50 for the connectors, and 50 cents per foot for the cable. The maximum recommended length to use is 3 feet, but should be as short as possible. See Jerry Canady for these. Assembly language class can be formed and taught by Jim Trainor. If interested, contact Jim Green. Next meetings: June 9, July 14, August 11. The Cedar Valley Amateur Radio Club will hold a hamfest/computer fair at the Five Seasons Center on August 2-3. Our group will sponsor a display booth. Admission is \$5.00 advance, \$8 at the door for adults; \$3 advance or \$5 at the door for 'students.' Tickets may be purchased with Bruce Winter. The club receives 50 cents for each ticket we sell.

New Business: WE have the opportunity to purchase a complete copy of all the software that was in the now defunct International Users' Group library. The cost to the club is \$50, and we must send 65 disks to hold it all. The officers recommended we do this, and a vote affirmed this course of action. To accomplish this, the club will need to purchase bulk disks, so that we can mail 65 disks for the library, and have some left over for club or member use. Also, the club librarian, Bruce Winter, is seeking volunteers to assist in reviewing this massive amount of software. If interested, contact him directly. The question of meeting thru the summer was put to a vote, and it was decided to continue to meet thru the summer. A new Tenex catalog is available, contact Bruce Winter if you haven't received one yet. He has their toll free number. A member asked about repair of his modem and RS232 card after a lightning strike, and was advised to return each to their respective manufacturer. This was because there was no technical or repair information, schematics, etc. available for these items. A list of Fairware that is in our library was available for members to pick up. The demonstration for the evening was by new member Jim Reiss, and he was showing the uses for Gram Kracker. He explained the two versions available, 50K and 80K memory units, and showed how he can get upper and lower case letters very easily. Background screen color changes, custom opening menus, and extended menu selections were presented. Also, Jim explained the battery backup memory, loading a cartridge to disk, the uses for VDP RAM, GRAM, and console GROM. Band switching capability was performed, and a demonstration program in C of moving earths on a space background was run from the Gram Kracker. All in all, a very interesting presentation. Thanks, Jim, for showing us the versatility and ease of use of this new product.

Door prize was won by Mike Bonifazi, he selected BIT-MAC. Second prize of 4 programs from our library, including medium, was won by Mark Weber. Meeting adjourned at 8:50 PM.

-Gary D. Bishop, Secretary.

FOR SALE/WANTED:

If you wish to have extension cables made up please contact Jerry Canady at 377-9382 or 395-2494 or one of the officers. State the length you need and I will try to have it at the meeting.

NLQ FOR THE GEMINI 10X:

From "THE SUNCOAST BEEPER" St. Petersburg, Fla.

If you're interested in the new plug-in chip from Germany that changes your Gemini 10X to a reasonable facsimile of the SG-10, giving you a near-letter-quality font, that you're going to have to open up your printer first and get a little info before ordering? Look at the board in there and if you find a chip labeled D78016176 you need to order chip number G10M; if there's one numbered D78006, then ask for NLQ chip number 610. Two years ago, star changed the chips, but I haven't been able to find out which is the old and which the new. It's better to look first and be sure. The chip can be ordered from the E.S.P. Corporation, 7900 N. Tamiami Trail, Sarasota, FL., 34243. The price is \$57.50 the last I heard, which is somewhat cheaper than the \$230 or so for the SG. The change is simple to make, but you'll lose two things, italics and some of your speed. The old code of 27,52 that used to call up the italic type face will now get the NLQ. As far as the speed is concerned, the printer will now make two passes per line, the second pass completing the descenders and emphasizing the print, thereby doubling the printing time. I understand the print quality is excellent, though, so you might want to look into it. (You can also go into the NLQ mode on a more permanent basis by flipping one of the DIP switches.)

Note: The above was printed in NLQ on a SG-10 for comparison--Ed.

MISC: (also from SUNCOAST)

THE FAITHFUL FEW

When the meetings called to order And you look around the room, your're sure to see some faces that from out the shadows loom, They are always at the meeting And They'll stay until it's through-- The ones that I would mention Are always the Faithful Few, They will fill the many offices And are always on the spot, No matter what the weather, Though it may be awful hot; It may be dark and rainy, But they are tried and true-- The ones that you can rely on Are always the Faithful Few. There are lots of worthy members who will come when in the mood. When everything's convenient They can do a little good. They're a factor in the meeting And are necessary, too---- But the ones who never fail us Are the always Faithful Few. If it were not for these faithful, Whose shoulders at the wheel Keep the institutions moving Without a halt or reel, What would be the fate of meetings Where we claim so much to do? They surely would be failures If we lacked the Faithful Few.

THE POEM ABOVE WAS REPRODUCED FROM THE ELK'S MAGAZINE, APRIL, 1984 ISSUE.

The following is a little program I wrote to create disk labels for my disks. I always try to use the diskname as my disk label name. This makes it easier to find my program names as listed in my directory.

The program is set up to handle multiple drives. The default is drive number 1. To set up any other drive as the default, change line 200. The printer default is set up as PIO. To change that, change line 270.

When I make my labels, I usually do a whole batch at a time. I added line # 325 to read: 325 GOTO 170. This eliminates one press of a key.

The program will read whether or not the disk is single-sided or double-sided.

The labels are printed out on normal address labels, which are 3 1/2 by 15/16.

The type of label this program will print are as follows:

DISKNAME:

YOURNAME

SSSD

The program is as follows:

```
100 !DISK LABEL MAKER
110 !BY TERRY MAXFIELD
120 !10/25/85
130 !THIS PROGRAM WILL MAKE A
140 !LABEL FOR YOUR DISKS
150 !WITH THE DISKNAME AND IF
160 !THE DISK IS SSSD OR DSSD
170 L#=CHR$(10)
180 CALL CLEAR
190 DISPLAY AT(3,1):"WHICH DRIVE IS DISK ":
200 DISPLAY AT(5,1):"IN? (1-3) 1"
210 ACCEPT AT(5,11)VALIDATE("123")SIZE(-1):A
220 OPEN #1:"DSK"&STR$(A)&".",INPUT ,RELATIVE,INTERNAL
230 INPUT #1:A$,J,K
240 IF J+K>358 THEN P$="DSSD"
250 IF J+K=358 THEN P$="SSSD"
260 IF J+K>718 THEN P$="DSDD"
270 OPEN #2:"PIO",OUTPUT
280 CALL CLEAR
290 DISPLAY AT(4,1):"DISKNAME:";A$
300 DISPLAY AT(6,7):P$
310 PRINT #2:"DISKNAME:";L$;L$;CHR$(14);CHR$(27)&CHR$(71);A$;L$;TAB(17);P$;L$
320 CLOSE #1 :: CLOSE #2
330 DISPLAY AT(23,1):"DO YOU WANT ANOTHER LABEL? Y"
340 ACCEPT AT(23,28)VALIDATE("YyNn")SIZE(-1):YN$
350 IF YN$="Y" THEN 180 :: IF YN$="N" THEN 360
360 CALL CLEAR :: STOP
```


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TIGERCUB'S BEST PROGRAMMING TUTOR
PROGRAMMER'S UTILITIES
BRAIN GAMES
BRAIN TEASERS
BRAIN BUSTERS!
MANEUVERING GAMES
ACTION GAMES
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 of these send a dollar for my catalog!

I found a bug in Nuts & Bolts #2 which prevents using HIGHCHAR after HEAVYCHAR. To fix it, remove the write-protect tab, MERGE DSK1.HEAVYCHAR RES 21888,1 SAVE DSK1.HEAVYCHAR, MERGE Replace write-protect tab.

While they last, and the supply is limited, I will sell a single Texas Instr. cassette interface cable for \$2.99 with any order for cassette software.

Did you ever wonder how a computer sort actually worked? This program will let you actually see it in

action. It will also show you the value being held in the temporary variable T\$, and the total number of swaps and comparisons made. Then you can change any of the variables and resort. Try AAA in the last position or ZZZ in the first. You will find that some of the fastest sorts are not so fast when a list is already almost in sequence.

```
100 CALL CLEAR :: CALL SCREE
N(16):: FOR SET=2 TO 9 :: CA
LL COLOR(SET,5,16):: NEXT SE
T :: ON WARNING NEXT :: RAND
OMIZE
110 DISPLAY AT(21,1)ERASE AL
L:">>>>TIGERCUB SORT WATCHER<
<<": "Wait, please - genera
ting": "random array..." ::
DIM A$(101),B$(101),ST(25,2)
120 FOR J=1 TO 100 :: FOR L=
1 TO 3 :: B$(J)=B$(J)&CHR$(I
NT(26*RND+65)):: NEXT L :: X
=J :: A$(X)=B$(X):: GOSUB 32
767 :: NEXT J
130 DISPLAY AT(3,1)ERASE ALL
:"(1) BUBBLE SORT": "(2) SH
AKER SORT": "(3) SWAP SORT"
: "(4) SHUTTLE SORT": "(5)
EASY SORT"
140 DISPLAY AT(13,1):"(6) BU
ICK SORT": "(7) RESORT SORT
": "(8) SHELL SORT": "(9)
RESERVED": "Type number of
choice"
150 ACCEPT AT(21,23)VALIDATE
(DIGIT)SIZE(2)BEEP:K :: IF K
<1 OR K>10 THEN 150
160 DISPLAY AT(24,1):"Size o
f array? (10-100)" :: ACCEPT
AT(24,25)VALIDATE(DIGIT)SIZ
E(3):G :: IF 6<1 OR 6>100 TH
EN 160
170 ON K GOSUB 230,300,430,5
00,550,650,850,910,25000 ::
DISPLAY AT(22,1):W;"SWAPS":C
;"COMPARISONS" :: C,W=#
180 DISPLAY AT(24,1):"Choose
(1)Menu or (2)Resort" :: AC
CEPT AT(24,7)VALIDATE("12")S
IZE(1):Q :: IF Q=1 THEN 130
190 DISPLAY AT(24,1):"Change
which position? # " :: ACCEP
T AT(24,24)VALIDATE(DIGIT)SI
ZE(-3):P :: IF P=# THEN 210
ELSE IF P<1 OR P>6 THEN 190
```

```
200 DISPLAY AT(24,1):"Change
to?" :: ACCEPT AT(24,12)SIZ
E(3):A$(P):: X=P :: GOSUB 10
20 :: GOTO 190
210 DISPLAY AT(22,1):" # "
:: GOSUB 1010 :: M=# :: ON
K GOSUB 240,310,440,510,560,
660,860,920,25010 :: DISPLAY
AT(22,1):W;"SWAPS":C;"COMPA
RISONS" :: C,W=# :: GOTO 180
220 REM #BUBBLESORT#
230 CALL CLEAR :: GOSUB 980
240 FOR J=2 TO N :: C=C+1 ::
IF A$(J)>A$(J-1)THEN 260
250 T=A$(J):: GOSUB 1050 ::
A$(J)=A$(J-1):: X=J :: GOSU
B 1020 :: A$(J-1)=T$ :: X=J-
1 :: GOSUB 1020 :: W=W+1 ::
F=1
260 NEXT J :: C=C+1 :: IF F=
0 THEN 280
270 W=W+1 :: F=# :: W=W+1 ::
N=N-1 :: GOTO 240
280 RETURN
290 REM #SHAKERSORT#
300 CALL CLEAR :: GOSUB 980
310 W=W+1 :: L=1 :: W=W+1 ::
R=N
320 W=W+1 :: F=# :: FOR J=L
TO R-1 :: C=C+1 :: IF A$(J)<
=A$(J+1)THEN 340
330 T=A$(J):: GOSUB 1050 ::
A$(J)=A$(J+1):: X=J :: GOSU
B 1020 :: A$(J+1)=T$ :: X=J+
1 :: GOSUB 1020 :: W=W+1 ::
F=1
340 NEXT J :: C=C+1 :: IF F=
0 THEN 410
350 W=W+1 :: R=R-1 :: C=C+1
:: IF R=L THEN 410
360 W=W+1 :: F=# :: FOR J=R
TO L+1 STEP -1 :: C=C+1 :: I
F A$(J)>A$(J-1)THEN 380
370 T=A$(J):: GOSUB 1050 ::
A$(J)=A$(J-1):: X=J :: GOSU
B 1020 :: A$(J-1)=T$ :: X=J-
1 :: GOSUB 1020 :: W=W+1 ::
F=1
380 NEXT J :: C=C+1 :: IF F=
0 THEN 410
390 W=W+1 :: L=L+1 :: C=C+1
:: IF L=R THEN 410
400 GOTO 320
410 RETURN
420 REM #SWAPSORT#
430 CALL CLEAR :: GOSUB 980
440 FOR J=1 TO N-1 :: W=W+1
:: R=J :: FOR JJ=J+1 TO N ::
C=C+1 :: IF A$(R)<A$(JJ)TH
EN 460
```



```

45# W=W+1 :: R=JJ
46# NEXT JJ :: C=C+1 :: IF R
=J THEN 48#
47# T=A$(J):: GOSUB 185# ::
A$(J)=A$(R):: X=J :: GOSUB
182# :: A$(R)=T$ :: X=R :: G
OSUB 182#
48# NEXT J :: RETURN
49# REM ===SHUTTLE SORT===
50# CALL CLEAR :: GOSUB 98#
51# FOR J=1 TO N-1 :: FOR JJ
=J TO 1 STEP -1 :: C=C+1 ::
IF A$(JJ)<A$(JJ+1)THEN 53#
:: T=A$(JJ):: GOSUB 185# ::
A$(JJ)=A$(JJ+1):: X=JJ :: G
OSUB 182#
52# A$(JJ+1)=T$ :: X=JJ+1 ::
GOSUB 182# :: NEXT JJ
53# NEXT J :: RETURN
54# REM ===EASY SORT===
55# CALL CLEAR :: GOSUB 98#
56# W=W+1 :: D=1
57# W=W+1 :: D=2#D :: C=C+1
:: IF D<N THEN 57#
58# W=W+1 :: D=INT(D/2):: C=
C+1 :: IF D=# THEN 63#
59# FOR J=1 TO N-D :: W=W+1
:: Y=J
60# W=W+1 :: Z=Y+D :: C=C+1
:: IF A$(Y)<A$(Z)THEN 62# ::
T=A$(Y):: GOSUB 185# :: A
$(Y)=A$(Z):: X=Y :: GOSUB 18
2# :: A$(Z)=T$ :: X=Z :: GOS
UB 182#
61# W=W+1 :: Y=Y-D :: C=C+1
:: IF Y># THEN 60#
62# NEXT J :: GOTO 58#
63# RETURN
64# REM #QUICKSORT#
65# CALL CLEAR :: GOSUB 98#
66# W=W+1 :: L=1 :: W=W+1 ::
R=N :: W=W+1 :: T=#
67# T=A$(INT((L+R)/2)):: GOS
UB 185# :: W=W+1 :: J=L ::
W=W+1 :: JJ=R
68# C=C+1 :: IF A$(J)>T$ TH
EN 71#
69# W=W+1 :: J=J+1
70# GOTO 68#
71# C=C+1 :: IF A$(JJ)<T$ T
HEN 73#
72# W=W+1 :: JJ=JJ-1 :: GOTO
71#
73# C=C+1 :: IF A$(J)<A$(JJ
)THEN 76#
74# C=C+1 :: IF J>JJ THEN 7
6#
75# W=W+1 :: J=J+1 :: GOTO 7
3#
76# C=C+1 :: IF J>JJ THEN 7

```

```

8#
77# W=W+1 :: H=A$(J):: A$(J
)=A$(JJ):: X=J :: GOSUB 182#
:: A$(JJ)=H$ :: X=JJ :: GOS
UB 182# :: GOTO 68#
78# W=W+1 :: J=J+1 :: W=W+1
:: JJ=JJ-1 :: C=C+1 :: IF J>
=R THEN 80#
79# W=W+1 :: T=T+1 :: W=W+1
:: ST(T,#)=J :: W=W+1 :: ST(
T,1)=R
80# W=W+1 :: R=JJ :: C=C+1
:: IF L<R THEN 67#
81# C=C+1 :: IF T=# THEN 83#
82# W=W+1 :: L=ST(T,#):: W=W
+1 :: R=ST(T,1):: W=W+1 :: T
=T-1 :: GOTO 67#
83# RETURN
84# REM ===RESORT SORT=====
85# CALL CLEAR :: GOSUB 98#
86# FOR J=2 TO N :: C=C+1 ::
IF A$(J)>A$(J-1)THEN 90#
87# T=A$(J):: GOSUB 185# ::
FOR L=J-1 TO 1 STEP -1 :: A
$(L+1)=A$(L):: X=L+1 :: GOSU
B 182#
88# C=C+1 :: IF A$(L-1)>T$
THEN 89# :: A$(L)=T$ :: X=L
:: GOSUB 182# :: GOTO 90#
89# NEXT L
90# NEXT J :: RETURN
91# REM #SHELLSORT#
92# CALL CLEAR :: GOSUB 98#
93# W=W+1 :: M=N
94# W=W+1 :: M=INT(M/3)+1
95# FOR J=1 TO N-M :: FOR JJ
=J TO 1 STEP -M :: C=C+1 ::
IF A$(JJ)<A$(JJ+M)THEN 97#
:: T=A$(JJ):: GOSUB 185#
96# A$(JJ)=A$(JJ+M):: X=JJ
:: GOSUB 182# :: A$(JJ+M)=T$
:: X=JJ+M :: GOSUB 182# :: N
EXT JJ
97# NEXT J :: C=C+1 :: IF M>
1 THEN 94# :: RETURN
98# REM #RENEW ARRAY#
99# FOR J=1 TO 6 :: A$(J)=8#
(J):: X=J :: M=A$(J):: GOSU
B 182#
100# NEXT J :: N=6
101# DISPLAY AT(24,1):"A to
abort P to pause" :: RETUR
N
102# RR=X
103# IF RR>2# THEN RR=RR-2#
:: GOTO 103#
104# CC=1-(X>2#)#5-(X>4#)#5-
(X>6#)#5-(X>8#)#5 :: DISPLAY
AT(RR,CC):A$(X):: W=W+1 ::
GOSUB 186# :: RETURN

```

```

185# DISPLAY AT(22,14):"T$="
;T$ :: W=W+1 :: GOSUB 186#
: RETURN
186# CALL KEY(3,K1,SS):: IF
SS=# THEN 189#
187# IF K1=65 THEN 13#
188# CALL KEY(3,K2,SS):: IF
SS<1 THEN 188#
189# RETURN

Don't try timing these
sorts, because the screen
display distorts the speed.
Option 9 has been left open
so that you can add your own
favorite sort routine, in
the same format, starting in
line 25###.

These routines may not be
the most efficient forms,
and their names may not be
correct. If you know better
ones, let me know!

10# !BASKET WEAVING by Jim P
eterson
11# CALL CLEAR :: W=11 :: T=
2 :: CH$="A5A5A5A5A5A5A5FF
#FF#FF#FF#FF#FF" :: CALL CHAR
(142,CH$):: CALL COLOR(14,2,
W,13,2,W):: CALL SCREEN(W)
12# CALL HCHAR(1,1,143,768):
: CALL CHAR(134,CH$):: CH=14
2
13# FOR C=1 TO 31 STEP T ::
FOR R=1 TO 23 STEP T :: CALL
HCHAR(R,C,CH):: NEXT R :: F
OR R=24 TO 2 STEP -T :: CALL
HCHAR(R,C+1,CH):: NEXT R ::
NEXT C
14# CH=ABS((CH=142)#135+(CH=
134)#143):: RANDOMIZE :: T=I
NT(3#RND+2)
15# FOR R=1 TO 23 STEP T ::
FOR C=2 TO 32 STEP T :: CALL
HCHAR(R,C,CH):: NEXT C
16# FOR C=31 TO 1 STEP -T ::
CALL HCHAR(R+1,C,CH):: NEXT
C :: NEXT R :: CH=CH-1 :: W
=INT(14#RND+3):: T=INT(3#RND
+2)
17# IF CH=134 THEN CALL COLO
R(13,2,W):: GOTO 13# ELSE CA
LL COLOR(14,2,W):: GOTO 13#

The following routine will
create a D/V# file named
GRAPHPAGE, to be loaded into
TI-Writer as a 77x57 grid
numbered along the left and

```

```

bottom. Arrow keys can then
be used to create a line
graph of asterisks or what-
ever, annotated with text as
desired.
10# OPEN #1:"DSK1.GRAPHPAGE"
,OUTPUT :: PRINT #1:TAB(4);R
PT$("_",75):: FOR J=1 TO 57
:: J$=STR$(J)
105# IF J<10 THEN J$=" "&J$
11# PRINT #1:J$&RPT$("!",38
)&"!": NEXT J
12# FOR T=1 TO 2 :: PRINT #1
:" " :: FOR J=1 TO 77 :: J$
=STR$(J)&" " :: PRINT #1:SEG
$(J$,T,1):: NEXT J :: PRINT
#1 :: NEXT T :: CLOSE #1

1 !TO PRINT A HANDY REFERENC
E CHART OF ASCII TO HEX CODE
- MODIFIED FROM READING-BERK
S AUG 85
9# OPEN #1:"PIO" :: PRINT #1
:CHR$(27);CHR$(77);CHR$(5)
10# FOR X=32 TO 63 :: FOR Y=
X TO X+64 STEP 32 :: CALL CH
ARPAT(Y,Y$):: PRINT #1:Y;" "
;CHR$(Y);" ";Y$:: NEXT Y ::
PRINT #1:"" :: NEXT X

10# CALL CLEAR :: CALL MAGNI
FY(2):: RANDOMIZE :: DISPLAY
AT(3,2):"TIGERCUB SPEED TYP
ING TEST":TAB(12);"SPEED"
:: T=10
11# DISPLAY AT(5,18):10#-T :
: X=INT(26#RND+65):: CALL SP
RITE(#1,X,2,96,12#):: FOR D=
1 TO T :: CALL KEY(3,K,ST)::
ON (K=X)+2 GOTO 12#,13#
12# T=T-1 :: GOTO 11#
13# NEXT D :: T=T+1 :: GOTO
11#

The UG newsletters are
full of good editorials,
reminding people that they
had better pay for their
freeware or there won't be
anymore. I totally agree
with that - but I can't help
thinking that if there had
been as much emphasis on
paying for commercial
software instead of pirating
it, there would still be a
lot more good programmers
supporting the TI!

MEMORY FULL

Jim Peterson

```


7:00 pm
JA Bldg.

JUNE
9

NEXT MEETING:

Cedar Valley 99'er User's Group
288 Windsor Dr. NE
Cedar Rapids, IA 52402

GARY BISHOP
124-222
860 WESTVIEW DR
MARION IA 52302