CEDAR VALLEY 99'ER USER GROUP
NEWSLETTER

DEC 1986

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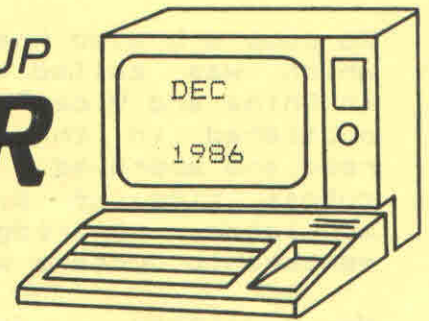
NEWSLETTER TOPICS

1. Next Meeting Notes
2. Future Meeting Dates
3. Minutes From Nov Meeting
4. Membership Renewal Notice
5. Jan. Meeting Additions
6. For Sale/Trade/wanted
7. Did you know
8. Slowing DM1000
9. Tips from the Tigercub
10. Warning
11. Cassette information

Editor: Jerry Canady
  377-9382 (Home)
  395-2494 (Office)

****NEXT MEETING****

Monday, Jan. 12, 7:00 PM at the
JA building, 330 Collins Road NE.
SPECIALS INTEREST:
We will be covering word processing
Multiplan and some of the group
software.
Come and join us for a change of
program experiment.
See additions later in the news-
letter.

****FUTURE MEETING DATES****

Please mark the following dates on
your calendar for future meetings:
JANUARY 12, FEBRUARY 9, MARCH 9.

****

****CV99'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
  702 Fernwood Dr. NE
  Cedar Rapids, Iowa 52402
  393-0610

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
  396-2270

****MINUTES FROM DEC MEETING****

26 people braved the slush and fog to attend the December 8, 1986 meeting which was called to order at 7:07 PM by Jerry Canady. The president is in China and Vice President Bruce Winter had laryngitis. The minutes as published in the newsletter were approved. The treasurer's report was read and approved. The silent auction to be held was explained and a cutoff time of 8:00 was set. The auction included power supplies, modulator, cartridges, and a Compuserve starter kit. The present membership numbers were discussed.

New business - Jim Trainor is willing to teach a class, contact an officer for interest in a class and the language desired. Discussion on ways to attract more members to the meetings. Special interest groups in Multiplan, TI Writer, Forth and hardware were mentioned. Interest in disk utilities, freeware exchange and having the group software library available was noted. The possibility of a tutorial on one freeware program a month and/or being available at 6:30 for tutorials or assistance was discussed. Steve Paxton, Ed Edwards and Bruce Winter volunteered to have systems available at the next meeting. We will see how special interests work out in lieu of the formal demonstration normally held. March elections for officers to take over in May was noted. A secretary to fill out Gary Bishops term has been found. Our thanks to Bill Paeth for volunteering. Jerry Canady requested that articles for the newsletter need to be in by the coming weekend to allow sufficient time for printing prior to the holiday season. Jerry noted that he has a modem and articles may be transfered by phone if desired.

The program for the evening was Christmas music and graphics from the clubs software library. Announcement of the availability of this Christmas disk for $3.00 and 3 copies of the MAX-FLE program for $1.00. That this program is public domain was discussed.

Old business - None was noted.

Misc. discussions - Mike Bonifazi is interested in writing adventure style programs and requested help related to structure and content. If anyone has information please contact Mike. Moving Adventure programs from tape to disk with the Tunnels Of Doom module was discussed. GROM port adapter (cartrige plug) availability from TI for approximately $6.00 with a one week delivery time was noted. Steve Paxton requested tech. data for the computer. Gary Bishop noted he had the information. Steve is also looking for the Zork series adventure games. Contact Steve. Ed Edwards is looking for FEB and drive. The IUG software is in the compilation of listing process.

-Submitted by Gary Bishop, Secretary.

MEMBERSHIP RENEWAL NOTICE:

The groups bylaws require a continuation of newsletter mailings for the first 3 months of the new year. If you have not renewed your membership you will receive 1 more newsletter. So please bring your renewal to the next meeting or mail it to the address on the reverse of the membership form published in the October mewsletter.

JANUARY MEETING ADDITIONS:

There will be three corners set up for special interest endeavors. They will be set up for word processing, Multiplan and a review of club/other software. This is intended to be a work/help environment that allows you to pick your area of interest.

Please remember those of us who are attempting to lead these sessions are not professing to be the ultimate-experts but are very willing to attemt to find solutions or pass on what tips we can. Bring your problems or desires and see if the group can find an answer.

I will bring several word processing programs so we can explore their advantages and limitations. If your printer is not an Epson/Star type control bring your manual and we will work out the proper codes to use for your printer control.

Check your software library list to see if there is a program you would like to explore. Bruce will have the library there. With luck some of the newest may be cataloged for your review.

Come and join in a fun learning experience.

FOR SALE/TRADE/WANTED:

This section of the newsletter is available at no charge for your classified advertisements. I would appreciate a call if you have completed a transaction or wish your item listed for more than one month.

12" amber Gorilla monitor ($40). Terry Randall (319) 363-7631.

Console, cassette cable and adapter, extra modulator, 32 tapes of programs, XB and manual, console cover, $100. Jerry Fitzgerald (319) 396-3337

I am interested in The Smart Programming Guide for Sprites book from Millers Graphics. If anyone has this book I would be interested in borrowing or buying it from you, if you want to swap for it at the next meeting that would be fine too. M. Bonifazi

TI-99/4A console with Extended Basic, $65. Jerry Cerny (319) 393-0873

I am looking for technical/maintenance information on QUME 142 disk drives. Please contact Jerry Canady 377-9382 or 395-2494.

Brand new TI 99/4A ($60), with like new 12" B & W Samsung, $90. Gary King (319) 354-1191, Iowa City.

TI Recorder w/cords, Atari joystick Y adapter (no diodes), Tombstone City, Number Magic, Super Demon Attack, Computer Music Box, Touch Typing Tutor, Household Budget Management, Molesworth's Assy Language book. No reasonable offer refused. John Johnson (319) 366-4541 after 4 PM.

The following three items were gleaned from the SUNCOAST BEEPER Sept and
Oct issues, from St Petersburg, Florida, with our thanks!

DID YOU KNOW:

That you can get a free demonstration of all the good stuff on GEnie, the
General Electric entry into the telecommunications field previously
dominated by Compuserve and the Source? GEnie is considerably cheaper,
too, at only $5.00 per hour, prime time, even at 1200 baud which
generally is premium priced. It has a Texas Instruments SIG and a
Kracker Box SIG (for those with a Gram Kracker). For your free demo, or
to sign up, call 1-800-638-8369 via modem only. Here's how to go about
it. Put your terminal emulator program, Fast-Term or whatever, in half
duplex. After connection, type "HHH" and hit enter. At the U# prompt,
type "5JM11961,GENIE", hit enter twice and you are on. The service will
be explained to you while you are on-line with no obligation on your
part.

Jim Swedlow, the author of the freeware utility, SIDE*PRINT, that takes
your Multiplan spreadsheet and prints it sideways, has announced that he
has discovered a minor bug in it. He has also fixed it. For those who
have this handy-dandy item, all you need to do is change line #140 to
read: 140 CALL INIT.

From NEWS NET 99ER, APRIL/MAY ISSUE: SLOWING FAST DM-1000 V3.1 by LOUIS
GUION (coutresy of John Creviston)

The newest version of DISK MANAGER 1000 (DM1000, VERSION 3.1), suffers
from the previously known defect of having any key which is depressed and
held for only a moment running away at breakneck speed and repeating
several times before you can get your finger lifted from the key. Fast?
YES!, but a pain in the uh-huh!!!! Well, you can fix it anytime you like,
and set the repeat action just as fast, or as slow as you want to make
it. You must have a single-sectoring program like DISKO OR DISK+AID.
Copy the file "MGR1" of DM1000 V3.1 to a *NEWLY INITIALIZED*, *BLANK*
diskette. You'll have only the one file, "MGR1" on the new diskette.

Now, load your DISK+AID and either go to sector >36, or have the program
search for the HEX string of ..... 06 03 16 F9 03 80 00 A0 FF 00 00 1D.
The important bytes are #s >42 and >43 which are the ...000A... in the
string above. >00 A0 is 160 decimal to you and me and to our 3rd grade
teachers. It can be written as 160d for simplicity. You may want to
change the 160d, of >00 0A to another value which will slow down the
repeat key. The range of acceptable values will fall between 160d to
2000d or hex values >00 0A to >07D0. Change it!

I use a value of 400d or >0190 to slow mine down considerably. You can
use a value between the limits suggested so that it goes at the speed YOU
want, and not the lightning, error-producing speed envisioned by the
author. Use your single-sectoring program to change the 42nd and 43rd
bytes of sector 36 from >00A0 to >0190 if you want to try the 400d speed
I use. After making the change, save the altered sector back to disk.
Now copy MGR1 from your original disk of DM1000, V3.1, and run the new
speed to see if you like it or if you want more or less speed when
repeating letters. If it doesn't meet your idea of the proper speed, you
now have the knowledge to set any speed you want!!!!!!

TIPS FROM THE TIGERCUB

#40

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

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

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*******************************
*                             *
* 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.     *
*                             *
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```

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 108 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(18,7)
: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 0 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(SEG$(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 than 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)&"J[\[]$
"&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
```

,2,5,48,48,2,6,37,2,205,133,
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 208,4,9,80,2,32,3,0
,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
6,6,2,224,37,20,3,0,0,0,4,32
,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 0 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.

5

```
>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 Pe
terson - to add OPEN #1:"SPE
ECH",OUTPUT and convert PRIN
T 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 MERG
E format. Recommend it be RE
Sequenced before SAVEing, to
 make room for INPUT lines
130 PS$=CHR$(156)&CHR$(253)&
CHR$(200)&CHR$(1)&"1"&CHR$(1
81)
140 DISPLAY AT(3,1)ERASE ALL
:"INPUT FILENAME?":"DSK" ::
ACCEPT AT(4,4):IF$ :: OPEN #
1:"DSK"&IF$,INPUT ,VARIABLE
163
150 DISPLAY AT(5,1):"OUTPUT
FILENAME?":"DSK" :: ACCEPT A
T(6,4):OF$ :: OPEN #2:"DSK"&
OF$,OUTPUT,VARIABLE 163
160 PRINT #2:CHR$(0)&CHR$(1)
&CHR$(159)&CHR$(253)&CHR$(20
0)&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$(18
1),3)
180 I=POS(M$,CHR$(146),1)::
IF I=0 THEN 210 :: IF Z=0 OR
 Z<I THEN PRINT #2:M$ :: GOT
O 240
190 M2$=SEG$(M$,1,1)&SEG$(M$
,2,1)&PS$&SEG$(M$,I+1,Z-I-1)
&CHR$(0):: PRINT #2:M2$
200 PRINT #2:SEG$(M$,1,1)&CH-
R$(ASC(SEG$(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 EL
SE CLOSE #1 :: CLOSE #2
250 DISPLAY AT(12,1)ERASE AL
L:"Type NEW and Enter". :: DI
SPLAY AT(15,1):"Type MERGE D
SK";OF$ :: END
#############################
     MOLLY DARLING
100 CALL CLEAR :: CALL SCREE
N(5):: FOR SE=1 TO 12 :: CAL
L COLOR(SE,16,5):: NEXT SE
110 DISPLAY AT(3,8):"MOLLY D
ARLING": :" Written and perf
ormed by": :TAB(9);"Eddy Arn
old" :: DISPLAY AT(24,1):"Pr
ogrammed by Jim Peterson"
120 FOR D=1 TO 200 :: NEXT D
 :: DISPLAY AT(12,1):"Just a
 moment.......": :".....look
ing for my music..."
130 DIM N(100),N2(100),A(250
),B(250),C(250):: F=110 :: F
OR J=1 TO 88 :: 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 20,16,11,23,11,16,2
5,21,16,20,16,21
160 DATA 23,20,16,23,16,20,2
3,11,16,23,16,11
170 DATA 20,11,16,20,16,11,2
0,8,11,20,11,8
180 DATA 20,11,16,25,16,11,2
3,11,16,20,8,4
190 DATA 18,16,10,18,10,16,1
8,16,10,18,11,16
200 DATA 18,15,11,18,9,15,18
,11,9,18,9,3
210 DATA 28,8,1,28,13,8,28,8
,13,28,13,4
220 DATA 27,20,18,27,18,20,2
0,18,12,20,12,18
230 DATA 25,21,16,25,16,21,2
5,13,16,25,16,13
240 DATA 27,23,21,27,21,23,2
7,23,18,27,18,21
250 DATA 28,23,20,28,20,23,2
8,20,16,27,16,20
260 DATA 30,21,13,28,13,21,2
7,21,13,25,13,21
270 DATA 23,20,16,23,16,20,2
0,11,16,20,16,11
280 DATA 30,23,13,28,13,23,2
3,20,13,20,13,16
290 DATA 25,21,16,25,16,21,2
5,21,16,27,16,21
300 DATA 28,23,20,20,16,11,1
8,15,11,20,11,15
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 25,21,16,25,16,13,2
5,13,9,25,9,4
340 DATA 23,20,16,23,16,11,2
3,11,8,23,8,4
350 DATA 21,18,11,21,11,9,21
,9,6,20,6,3
360 DATA 21,16,11,20,16,11,2
0,11,8,20,8,4
370 DATA 18,13,10,18,10,6,18
,6,1,20,13,10
380 DATA 22,18,13,28,22,18,2
7,18,22,25,22,18
390 DATA 23,18,15,23,15,11,2
3,11,6,23,6,3
400 DATA 23,21,15,23,15,11,2
3,11,9,23,9,6
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 :: G
OSUB 480 :: RESTORE 140 :: T
=4 :: GOSUB 480 :: RESTORE 1
80 :: T=12 :: GOSUB 480 :: R
ESTORE 140 :: T=16 :: GOSUB
480
440 RESTORE 210 :: T=28 :: G
OSUB 480 :: RESTORE 170 :: T
=4 :: GOSUB 480 :: RESTORE 2
50 :: T=4 :: GOSUB 480 :: RE
STORE 280 :: T=4 :: GOSUB 48
0 :: RESTORE 190 :: T=8
450 GOSUB 480 :: RESTORE 140
 :: T=16 :: GOSUB 480 :: RES
TORE 290 :: T=48 :: GOSUB 48
0 :: RESTORE 140 :: T=16 ::
GOSUB 480 :: RESTORE 410 ::
T=8 :: GOSUB 480
460 RESTORE 310 :: T=8 :: GO
SUB 480 :: 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 :: RET
URN
490 DISPLAY AT(10,1):"Contro
l volume of 3 voices":"using
 1, 2 and 3 keys for":"loude
r and Q, W and E for":"softe
r.":""
500 DISPLAY AT(15,1):"Contro
l speed using 'F' for":"fast
er and 'S' for slower."
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=10
 :: F,P,Y=0 :: X=200
530 FOR J=1 TO 192 :: CALL S
OUND(-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("123QWEF
SADZX",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 71
0
560 V2=V2-2-(V2=0)*2 :: GOTO
 710
570 V3=V3-2-(V3=0)*2 :: GOTO
 710
580 V1=V1+2+(V1=30)*2 :: GOT
O 710
590 V2=V2+2+(V2=30)*2 :: GOT
O 710
600 V3=V3+2+(V3=30)*2 :: GOT
O 710
610 X=X-20-(X<2)*20 :: 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 F=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):: N
EXT W :: RETURN
690 IF F=0 THEN 710 :: GOSUB
 700 :: GOTO 710
700 F=0 :: FOR W=3 TO 27 STE
P 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 5
30

        MEMORY FULL

        Jim Peterson
```

WARNING:

This article was found in the CLEAVLAND AREA 99-4A USERS newsletter with
original origin credited to PUNN from Portland. Thanks to both groups!

From PUNN, the Portland, Or. newsletter comes a warning excerpted from
RAndy's RumOR RaG (A northwest BBS) to beware of a program which may be
floating around the country's BBS's called supertrack. At first
appearance, it seems to be a track copier, but in reality is a diskeater.
This program was uploaded to my BBS recently and I suspect that it will
show up around the country. I was suspicious at first because the
program tells you to remove the write-protect tape from your master disk.
I could not understand why this would be necessary, so I stuck 2 junk
disks in my drives. When the program starts, BOTH drives come on and the
heads chatter like crazy. Whatever was on your disks are zapped, and I
doubt that the action the heads are getting is doing them any good also.
The noise is quite loud. I have heard of similar programs for IBM which
will zero-out a hard drive, but this is the first one I've seen to the
TI. I just wanted to warn everyone so that no valuable programs or data
are lost.

CASSETTE SYSTEM HELP:

The following was excerpted from a cassette hint column in the WEST PENN
9ERS newsletter that is written by Mickey Schmitt.
Thanks MICKEY and WEST PENN!

!...Let me introduce you to Clyde Colledge's: High-speed cassette loader.

The high-speed cassette loader utility was written for people who have
added 32K memory expansions to their computer. It is hoped that this
utility would make adding 32K memory expansion a more useful addition to
basic computer systems. The assembly language routines that do the
saving and loading of programs are loaded very easily from cassette tape
and reside in an area of memory not usually used by extended basic
programs. The high-speed cassette utility will allow the loading and
saving of programs up to 24K bytes in length. In addition to increased
program size. The same size program can be saved or loaded in
approximately half the amount of time that the original routines
required. The increase in speed is due to removing duplication of data
sent to the cassette recorder. While this decreases reliability
slightly, few errors have been encoutered in use and error checking is
still used. The size limitation was increased by writing directly to
memory expansion rather than to the console memory which the program was
sent to by the original cassette routines......

-- This column runs monthly and will cover the instructions for this
program and method to obtain it next month. If there is sufficient
interest in this information, let me know and I will continue the
excerpts or other coverage you may desire. SEE ME OR CALL.ed.