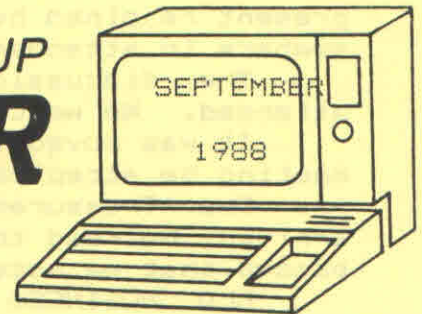


CEDAR VALLEY 99'ER USER GROUP **NEWSLETTER**



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****NEWSLETTER TOPICS****

1. Future Meeting Dates
2. Next Meeting Notes
3. Minutes from the Sept. Meeting
4. Tips from the Tigercub #46
5. Tutorial on DM 1000

****FUTURE MEETING DATES****

Please mark the following dates on your calendar for future meetings:
OCTOBER 10, NOVEMBER 14, DEC 12 .

*****NEXT MEETING*****

Don't forget the Chicago TI Faire coming up November 12, followed by a similar session in Milwaukee on Sunday, November 13. Let's get a car pool together!

This month's meeting will be held on October 10 at West Music store, in the Collins Road Square shopping center. Opening is at 6:30 PM. We would love to have you come and bring something to share with the rest of us! Don't be shy!

MINUTES FROM THE SEPTEMBER MEETING

The meeting was called to order by President Jerry Canady on September 12, 1988. There were 13 members present. One former member present rejoined before the evening was over to make a grand total of 14 members in attendance.

The discussion period before the User Group meeting was well attended. We welcome all members to join in the discussions.

It was moved, seconded and passed that the minutes of the August meeting be accepted as printed in the last NEWSLETTER.

The Treasurer was delayed in attending the meeting. When Bruce arrived, he read the treasurer's report. It was moved, seconded and passed that we accept the treasurer's report as read.

OLD BUSINESS 1. The UG meeting advertisement on cable channel 20 is still on hold. 2. Gary gave a report on SUMMERFEST 88. "Thanks to all who helped out." The crowded conditions of the hall was due to the "sold out" booth area. Gary got rid of a lot of junk (oops good stuff) and we had a steady stream of people past our table. Now if only we could have figured out an easy way to get behind it. Thanks Gary, for taking charge and thanks to all who manned our table. Jerry said he had been given some checks for dues while he was there and had turned them over to the treasurer. 3. John announced that he had the "ok" of West Music to hold the assembly language class every Wednesday. Any students out there?

NEW BUSINESS 1. Jerry announced that Jefferson High School has two expansion boxes for sale. There also was a package deal listed in the August NEWSLETTER. The club system is in need of adding a second disc drive, especially for copying. We will try to do it in November. Bruce no longer has the time to spend on the library. Gary will fill in for the rest of the year but we will need a new librarian next year.

DISCUSSION 1. Paul Mortensen our Publicity chairman broke his leg last month. One of the big jobs he does for the group is the distribution of the NEWSLETTER each month. A GREAT BIG "T H A N K S" goes out to his wife Mary who did the entire job last month. 2. As of this month we have received some 50 disks from Sister Pat. She enjoyed her visitors. Jerry passed out a couple of "certificates" she made on her system. She sent her "Prayers, Thanks Friendship" to "THE EDWARDS" and to "GARY BISHOP". It was quite an impressive presentation. Gary asked all UG members to be on the lookout for a power stabilizing transformer. Sister Pat is in need of it in order to use her TI all the time. Power fluctuation where she is living is a problem due to the age of the building. The meeting was closed.

The program was a review of FUNELWEB VN4.1 (thanks to Sister Pat) which is now available in our library. He walked us thru the CONFIGURE feature.

Submitted by Bill Faeth, Secretary

Good news from the Tigercub, Jim Peterson. Jim has sent our group a disk full of commentary and more Tips (see later pages in this newsletter). Jim will still be in the software business for a while, but we need to give him a reason (in other words, orders!) for him to continue. Please read his short message at the beginning of the Tips.
-ed.

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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PP&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

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TIGERCUB CARE DISKS #1, #2 & #3, three full disks of text files, mostly of lessons on programming in XBasic, \$5 per disk postpaid.

This one is explained in lines 180-190. I think that it will run on any Gemini printer.

```
100 DIM B(25,12),B$(25),CH$(12),L$(12)
110 GOTO 150
120 S,K,T$,C$,V,J,A,CH$( ),X,X$,B$( ),B(X,J),T,M,Q$,L$( ),C,C1$,C2$,L,M$
130 CALL CLEAR :: CALL COLOR :: CALL SCREEN :: CALL CHAR :: CALL KEY :: CALL NUMTH
140 !@P-
150 !SEGMENTED BAR GRAPH
    by Jim Peterson 10/87
160 CALL CLEAR :: FOR S=1 TO 12 :: CALL COLOR(S,2,8) :: NEXT S :: CALL SCREEN(5) :: DISPLAY AT(3,10):"TIGERCUB" :: DISPLAY AT(5,6):"SEGMENTED BAR GRAPH"
170 CALL CHAR(95,"3C4299A1A199423C") :: DISPLAY AT(7,12):" _1987" :: DISPLAY AT(9,2):"For free distribution but no price or copying fee may be charged."
180 DISPLAY AT(14,2):" Will output to a Gemini":"printer a horizontal bar-":"graph of up to 25 bars, each segment into up to 12"
190 DISPLAY AT(18,1):"values, with a title for":"each and optionally with a":"table of identification of":"the segment symbols."
200 DISPLAY AT(24,8):" " :: DISPLAY AT(24,8):"PRESS ANY KEY" :: CALL KEY(0,K,S) :: IF S=0 THEN 200
210 ON WARNING NEXT
220 DISPLAY AT(12,1)ERASE ALL:"GRAPH TITLE?" :: ACCEPT AT(14,1):T$ :: T$=RPT$(" ",17-LEN(T$)/2)&T$ :: C$=CHR$(27)
230 DISPLAY AT(16,1):"HOW MANY SEGMENTS PER BAR?" :: ACCEPT AT(16,27)VALIDATE(DIGIT)SIZE(2):V :: IF V=0 OR V>12 THEN 230
240 !@P+
250 DATA 239,229,168,251,173,175,184,236,169,250,160,207
260 !@P-
270 FOR J=1 TO V :: READ A :: CH$(J)=CHR$(A) :: NEXT J
```

```
280 DISPLAY AT(3,1)ERASE ALL:"Type END when finished"
290 X=X+1 :: IF X>25 THEN 330
300 CALL NUMTH(X,X$) :: DISPLAY AT(12,1):"Title of "&X$&" bar?" :: ACCEPT AT(14,1):B$(X) :: IF B$(X)="END" OR B$(X)="end" THEN 330
310 FOR J=1 TO V :: CALL NUMTH(J,X$) :: DISPLAY AT(16,1):X$&" segment value?" :: ACCEPT AT(18,1)VALIDATE(NUMERIC):B(X,J) :: T=T+B(X,J) :: NEXT J
320 M=MAX(M,T) :: T=0 :: GOTO 290
330 X=X-1 :: DISPLAY AT(20,1):"Print labels? Y/N" :: ACCEPT AT(20,19)VALIDATE("YN")SIZE(1):Q$ :: IF Q$="N" THEN 350
340 FOR J=1 TO V :: CALL NUMTH(J,X$) :: DISPLAY AT(22,1):X$&" label?" :: ACCEPT AT(24,1):L$(J) :: NEXT J
350 C=120/M :: C1$=C$&"B"&CHR$(1)&C$&"G"&C$&"E" :: C2$=C$&"B"&CHR$(3)
360 OPEN #1:"PIO",VARIABLE 255 :: PRINT #1:C$&"@" :: PRINT #1:C$&"E"&C$&"G"&C$&"M"&CHR$(6)
370 PRINT #1:CHR$(14)&T$&CHR$(20):"":RPT$(CHR$(229),70) :: PRINT #1:C$&"3"&CHR$(10)
380 FOR J=1 TO X :: PRINT #1:B$(J)&C2$ :: FOR L=1 TO V :: M$=M$&RPT$(CH$(L),INT(B(J,L)*C+.5)) :: NEXT L
390 PRINT #1:RPT$(CHR$(232),LEN(M$)) :: PRINT #1:M$ :: PRINT #1:RPT$(CHR$(231),LEN(M$))
400 M$="" :: PRINT #1:C1$ :: NEXT J :: IF Q$="N" THEN STOP
410 PRINT #1:"":
420 FOR J=1 TO V :: PRINT #1:C2$&RPT$(CHR$(232),10) :: PRINT #1:RPT$(CH$(J),10)&C1$&"&L$(J) :: PRINT #1:C2$&RPT$(CH$(J),10) :: PRINT #1:RPT$(CHR$(231),10) :: NEXT J
430 !@P+
440 SUB NUMTH(N,N$) :: IF FLAG=1 THEN 520 :: FLAG=1 :: RESTORE 480
450 GOTO 480
```

```

460 J,ONE$( ),TEEN$( ),TEN$( ),
N,N$
470 !@P-
480 DATA first,second,third,
fourth,fifth,sixth,seventh,e
ighth,ninth,tenth
490 DATA eleventh,twelfth,th
irteenth,fourteenth,fifteent
h,sixteenth,seventeenth,eigh
teenth,nineteenth
500 DATA twenty,THIRTY,FORTY
,FIFTY,SIXTY,SEVENTY,EIGHTY,
NINETY
510 FOR J=1 TO 10 :: READ ON
E$(J):: NEXT J :: FOR J=1 TO
9 :: READ TEEN$(J):: NEXT J
:: FOR J=2 TO 9 :: READ TEN
$(J):: NEXT J
520 IF N<11 THEN N$=ONE$(N):
: SUBEXIT
530 IF N<20 THEN N$=TEEN$(N-
10):: SUBEXIT
540 IF N/10=INT(N/10) THEN N$
=SEG$(TEN$(N/10),1,LEN(TEN$(
N/10))-1)&"ieth" :: SUBEXIT
550 N$=TEN$(INT(N/10))&"-&D
NE$(N/10-INT(N/10))$10)
560 !@P+
570 SUBEND

```

And a little something educational -

```

100 DIM M$(100)
110 GOTO 150
120 S,J,M$( ),A$,Z$,K,M$( ),X,
Y,ADV$,A,Q$
130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL ADVERB
:: CALL SOUND
140 !@P-
150 CALL CLEAR :: FOR S=0 TO
12 :: CALL COLOR(S,2,8):: N
EXT S :: CALL SCREEN(5):: DI
SPLAY AT(3,2):"ADJECTIVE TO
ADVERB V.1.3"
160 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(5,6):"
@ Tigercub Software";:" For
free distribution with no
charge or copying fee."
170 FOR J=1 TO 100 :: READ M
$(J):: A$=A$&CHR$(J):: NEXT
J :: Z$=A$ :: CALL KEY(3,K,S
)
180 W$(1)=" If adjective end
s in Y, change the Y to
ILY." :: W$(2)=" If adjectiv
e ends in C, add ALLY."

```

```

190 W$(3)=" If adjective end
s in LL, just add Y."
200 W$(4)=" If adjective end
s in LE, preceded by a con
sonant, drop the E and ad
d Y."
210 W$(5)=" If the word ends
in E preceded by a con
sonant, preceded by a vow
el, just add LY."
220 W$(6)=" This word is an
exception to the rule - the
adverb is WHOLLY."
230 W$(7)=" If the adjective
does not end in C,E,LL or
Y, always just add LY."
240 W$(8)=" This is an excep
tion to the rule. The prefer
red adverb form is DRYLY."
250 W$(9)=" If the adjective
ends in E preceded by a vo
wel, drop the E and add LY
."
260 W$(10)=" If the adjectiv
e ends in E preceded by a co
nsonant other than L, ad
d LY."
270 RANDOMIZE :: X=INT(RND*L
EN(Z$)+1):: Y=ASC(SEG$(Z$,X,
1)):: Z$=SEG$(Z$,1,X-1)&SEG$
(Z$,X+1,255):: IF LEN(Z$)=0
THEN Z$=A$
280 ACCEPT AT(24,1):M$(Y)
290 CALL ADVERB(M$(Y),ADV$,A
)
300 DISPLAY AT(12,1):" Type
the adverb form of -" :: DIS
PLAY AT(15,1):M$(Y):: DISPLA
Y AT(18,10):"" :: ACCEPT AT(
15,15)BEEP:Q$
310 IF Q$=ADV$ THEN DISPLAY
AT(18,10):"CORRECT!" :: GOTO
240
320 CALL SOUND(100,110,5,-4,
5):: DISPLAY AT(20,1):W$(A):
"" :: GOTO 300
330 !@P+
340 DATA DUE,COOL,SOLE,STOIC
,FRANTIC,COMIC,ABLE,FULL,POD
R,HANDY,SORE,SOCIAL,PENAL,SL
OW,HIGH,LOW
350 !@P-
360 DATA FRISKY,PLAYFUL,HEAL
THY,ROUGH,BUSY,SILLY,SICK,SM
ART,SORE,FAIR,ANGRY,BARE,TIR
ED,WISHFUL,ACTUAL
370 DATA HASTY,LONE,HECTIC,D
FFICIAL,MAGIC,MAGICAL,MATHEM
ATIC,LOGIC,TRAGIC,PATHETIC,T
RAUMATIC

```

```

380 DATA DRAMATIC,AUTOMATIC,
AROMATIC,EQUAL,SERIAL,BASIC,
USUAL,FAVORABLE,UNSTABLE,LEG
IBLE
390 DATA HECTIC,LIVE,WARY,VI
SIBLE,TERRIBLE,HORRIBLE,VIVI
D,FANCY,EASY,VILE,WICKED,BLO
DDY,SHODDY
400 DATA NOBLE,HAPPY,LEGAL,M
ERRY,JOLLY,CRAZY,CASUAL,CARE
FUL,FOOLISH,FAMOUS,GAY,GUILT
Y
410 DATA HOPEFUL,HATEFUL,TIM
ID,BRAVE,BEAUTIFUL,DRY,NICE,
LARGE,PAINFUL,SINFUL,SORROWF
UL,SIMPLE,WILLFUL
420 DATA MENTAL,MORAL,PALE,W
HOLE,HUNGRY,FINAL,FORMAL,TRU
E,AMPLE,DOUBLE
430 !@P+
440 SUB ADVERB(M$,ADV$,A)::
L=LEN(M$):: E$=SEG$(M$,L,1):
F$=SEG$(M$,L-1,2):: G$=SEG
$(M$,L-1,1):: P$=SEG$(M$,L,
-1):: H$=SEG$(M$,L-2,1)
450 IF ASC(SEG$(M$,L,1))<97
THEN A$="ALLY" :: I$="ILY" :
L$="LY" :: Y$="Y" :: V$="A
EIOU" ELSE A$="ally" :: I$="
ily" :: L$="ly" :: Y$="y" ::
460 IF M$="WHOLE" THEN ADV$=
"WHOLLY" :: A=6 :: SUBEXIT
470 IF M$="DRY" THEN ADV$="D
RYLY" :: A=8 :: SUBEXIT ELSE
IF F$="LL" OR F$="ll" THEN
ADV$=M$&Y$ :: A=3 :: SUBEXIT
480 IF E$="C" OR E$="c" THEN
ADV$=M$&A$ :: A=2 :: SUBEXI
T ELSE IF E$="Y" OR E$="y" T
HEN ADV$=P$&I$ :: A=1 :: SUB
EXIT
490 IF E$<>"E" AND E$<>"e" T
HEN 530
500 IF G$="L" OR G$="l" THEN
IF POS(V$,H$,1)<>0 THEN ADV
$=M$&L$ :: A=5 :: SUBEXIT EL
SE ADV$=P$&Y$ :: A=4 :: SUBE
XIT
510 IF POS(V$,G$,1)<>0 THEN
ADV$=P$&L$ :: A=9 :: SUBEXIT
520 IF POS(V$,SEG$(M$,L-2,1
),1)=0 THEN ADV$=M$&L$ :: A=1
0 :: SUBEXIT ELSE ADV$=M$&L$
:: A=5 :: SUBEXIT
530 ADV$=M$&L$ :: A=7 :: SUB
END
100 !MOCKINGBIRD TINYGRAM by
Jim Peterson. Tap your
tune on the 1 to 0 keys

```

```

(tuned A through
110 !Then press any c
key to hear it r
120 DATA 220,247,262,
,349,392,440,494,523
130 FOR J=1 TO 10 :: I
J):: NEXT J :: J=0 ::
50,2)
140 CALL KEY(5,K,S):
THEN 140
150 ON ERROR 190
160 CALL KEY(5,K,S):
1 THEN 160 :: K=K-(K=48
:: T(J,1)=N(K-48):: CAL
ND(-999,T(J,1),0)
170 IF K=K2 THEN T(J,2)
2)+1 :: GOTO 160
180 K2=K :: J=J+1 :: GOT
0
190 FOR X=0 TO J-1 :: CA
OUND((T(X,2)+1)*400,T(X,
,T(X,1))*1.01,0):: NEXT X
J=0 :: GOTO 140

```

A little subprogram to add a bit of variety to your "PRESS ANY KEY" routine.

```

1 CALL CLEAR :: CALL PRESS
Y(24)
30000 SUB PRESSKEY(R)
30001 C=C+1 :: IF C=16 THE
:: DISPLAY AT(R,1):"
:: DISPLAY AT(R,C):"PRESS
Y KEY" :: DISPLAY AT(R,C):"
ress any key" :: CALL KEY(C
K,S):: IF S=0 THEN 30001 EL
E 30003
30002 C=C-1 :: IF C=0 THEN
0001 :: DISPLAY AT(R,1):"
: DISPLAY AT(R,C):"PRESS AN
Y KEY" :: DISPLAY AT(R,C):"pr
ess any key" :: CALL KEY(0,K
,S):: IF S=0 THEN 30002
30003 DISPLAY AT(R,1):"" ::
SUBEND

```

And a new way to wipe the screen -

```

1 CALL CORNERWIPE(30)
29000 SUB CORNERWIPE(CH):: F
OR T=1 TO 24 :: CALL HCHAR(T
,3,CH,T+4):: CALL HCHAR(25-T
,32-T,CH,T):: NEXT T :: CALL
CLEAR :: SUBEND

```

MEMORY FULL
Jim Peterson

#2 DM1000

BEFORE I GET STARTED...LET ME RESTATE... THIS COLUMN IS NOT INTENDED TO TAKE THE PLACE OF READING DOCUMENTATION...THIS IS NOT A PROGRAM EVALUATION...IT IS INTENDED ONLY FOR THOSE OF US WHO WANT TO SEE IF THE PROGRAM IS USER FRIENDLY....

To get started with this program you should know by now that 'DM' means 'disk manager'. That's right 'DISK MANAGER'. Any one who has A DISK DRIVE is suppose to be able to manage what's on there disks. That's where I'm going to start.....

The purpose of this program is to...INITILIZE, CATALOGE, CHECK THE FILE TYPES, COPY..DELETE..VIEW...basically if used properly to manage your disks..

Now first you have to know ahead of time, there are things that are on this disk that only the experts can explain. I want only to show you the things that will help you search through the different programs which you will find as you read your files.

There are a bunch of different kinds of what I call 'FILE MARKERS'. These are things in the 'file name' that the programs like to see as the program is running. An example of these are...{XXXXXXXXP}, {XXXXXXI}, {AXXXXXX}...if I tried to list all of them I would be here all night..You will see a lot of these examples on the graphic type programs...LOGO files have a { } in there files. Now as the ARCHIVER disks are being passed some of the 'nice guys' are marking the files { XXXXXIARC }. I saw a disk the other day a disk with { XXXXXEIA } to indicate a 'ASSEMBLY' file....By now you should be able to understand., you have got to look at the file name...Usually someware in those weird file names there are clues { I did say usually }. Remember we only have 10 {ten} letters in the file header to indicate the name, tpye, and how to load NAMES:::

NEXT...every file has a ' TYPE ' . This has to do with how the file is actually written to the disk...I'm not going to give you a complete lesson on these ' TYPE's ' nor do you really need to know the how and the why they got written to the disk, just what to look for and what to do with the various files when you see them in the ' DM1000 ' when we get there.....

FILE ' TYPES ' .

' PROGRAM ' usally indicated --{ PROG } This means the file is a program to be run in either BASIC, EXTENDED BASIC, and with a few exceptions assembly programs. LET ME WARN YOU RIGHT NOW BEFORE THE EXPERTS GET ON ME...THERE WILL BE EXCEPTIONS TO ALL THESE FILE ' TYPE'S ' .I AM ONLY SAYING MOST OF THE TIME.....

' DISIVAR 80 ' {DV 80} Display Variable: these are text or documenation files. These we need to recognize so PAY ATTENTION, we can actually have the ' DM10000 ' read these an or send these to your printer. File's names { XXXXIDOC }, or { READ-ME } are what most of the authors will put on the disk...so please try to read these first...

' DISIVAR 163 ' {DV 163} Display Variable: You got to watch the numbers also...this ' type ' of file is an extended basic subroutine in 'MERGE' format and will not load by ' RUN DSKx.xxxxx '. You will have to 'MERGE DSKx.xxxxx'

' DISIFIX 80 ' {DIF 80} Display Fixed: These are Assembly Language programs and can be run in several ways. LOAD AND RUN OPTION # 3 IS A EXAMPLE.

' DISIFIX 128 ' {DIF 128} Display Fixed: these are usally 'ARCHIVED' files. A DISIFIX 128 IS ONE THAT NEEDS TO UNPACK SO WATCH THEM...

' INTIVAR 254 ' {IIV 254} Internal Variable: these files are usually greater then 45 sectors and are Extended Basic programs that require Memory Expansion.

Basic can not be used to 'run' this file. the program are usually so long they can not be saved to tape (CSI).

' DATA FILES ' INTIFIX 108, INTIVAR 128, INTIVAR 64: KEEP YOUR EYES OPEN FOR THESE. They are usually ' DATA ' files and will not ' RUN ' or can not be loaded ... they can be look at by some ' file-readers '

THIS concluded the prelude to the ' DM1000 ' but all the way through we may use this information to manage the disk.

NOW... LOAD ..THAT ...' DM1000 ' ... DISK..... NO STOP ..LETS LOOK AT OUR DISK...

WARNING !!! YOU CAN RUIN THAT DISK IF IT IS A 'MASTER' OR A 'STORE BOUGHT' as I call it. The DM1000 will write over, delete, initialize, so if you don 't want to write to this disk, YOU SHOULD PUT A TAB OVER THE CUT-OUT..or write protect your programs that are on that disk..

I encourage ever-one not to use that 'MASTER-COPY'. OR 'ORIGINAL-COPY'. JUST 'TAG-IT', AND MAKE A COPY. IF YOU DO YOU WILL ALWAYS BE ABLE TO MAKE ANOTHER COPY IF YOU 'MESS-UP' AND LOSE THE COPY. A extra disk is cheaper than having to buy another 'MASTER-COPY'

NOW LOAD THAT 'DM1000' ..about time!!! You can use any copy less than DM1000 4.0. Older versions will vary as to there abilities so it is best to try to get a copy of at least version 3 on. Besides they are suppose to do a better job.

The first screen ... gives you three (3) choices : (1) FILE UTILITES (2) DISK UTILITES (3) MISC UTILITES...

PLEASE DO AS I SAY:: get that ' DM1000 ' disk out of that drive if you are not familiar with this program. Please use one of your ' old ' or ' work ' disk. I will not be held responceible for a slip of your finger or my confused directions.

I ALSO ENCOURAGE THE ONE FINGER METHOD ...YOU USE ONE HAND..AND ..ONE FINGER UNTIL YOU ARE KNOW THIS PROGRAM!!! (I'll be checking)

BACK TO THE PROGRAM...

(1) FILE UTILITES : If you select this option you can copy, delete, type(to screen or printer). this option will probable be the most used

- At this time I press (1) J: now you will see:
- (1) COPY/MOVE/DELETE/TYPE/PRINT/PROTIUNPROTIRENAME
 - (2) RECOVER FILE
 - (3) RUN IMAGE PROGRAM ...
 - (4) RUN IMAGE PROGRAM ...

I'm using version 4.0 so don't get to excited if your screen is'nt exactly the same.

Now I know some-one has not hit the right key and is in some other area of this program...if so ..no problem...I PRESSING FUNCTION NINE (FCTN 9) will take you back to the MAIN SCREEN] (you may have to press this more then once it won't hurt, you can only go to the main screen. FCTN 9 (back) is used through the program to back-up or stop and allow you to start again.

Now I PRESS (1) COPY/MOVE/DELETE/TYPE..... (thank you)

This gives you the option of telling the computer which disk you want to manage. (If you only have one (1) disk drive you don't have to do anything but [PRESS 'ENTER']...other wise type in the disk number you want to manage.

IF YOU FORGOT TO PUT A DISK IN THE DRIVE...NO PROBLEM... YOU ARE PROBLELY LOOKING AT THE ...D I S K E R R O R ...WARNING.....(put a disk in your drive and [FCTN 9] OR [PRESS 'ENTER'] and start again.

If..we all all caught up you should be looking at what is on the disk in the drive you call for.

You will see: DSK#. (diskname if any) - FREE (XXX) USED (XXX)

CMD	FILENAME	SIZE	TYPE	INO.	FREE (XXX)	USED (XXX)
N	XXXXXXXXXX	###	##	PROGRAM		U
(sample-	N	XXXXXXXXXX	##	DISIVAR	80	P
disk)	N	XXXXXXXXXX	##	INTIVAR	254	P
	N	XXXXXXXXXX	##	DISIFIX	80	U

I tried to include the different kinds of files in my 'sample-disk' so don't get excited if you haven't run into all the different 'TYPES' of files

What we see here are the various files you have on this disk...we can study my

'sample' and see a report that tell you what (DISK #) and (DISK NAME) you are looking at. On the same line is (FREE- USED-). These tell you how many sector of disk space you are using and how many you have left...The total of these numbers will either 360 for single sided disk, 720 for double sided disk, (and for some 1440 for double sided double density).

ON THE SECOND LINE; (CMD)...command option, (FILENAME)...file list, (SIZE)...how many sectors this file takes up, (TYPE/NO.)...'type and number of this file, (P)...protected or unprotected... NOW LOOK AT YOUR FILES; what can you tell about the files your looking at?

AT THIS TIME you have the option to type in a (C) for copy,(D) for delete,(T)type to screen,(P)send to printer....

Or if you [press the arrow keys] (FCTN E,X)to go up or down the file list. If you have put in a disk with a lot of files you may have to use (CTRL E,X) TO 'PAGE' forward and back.

The most common option is probably to (C) copy, [PRESS C], now you will either press 'ENTER' to continue make choices or press (FCTN 6) to stop choices and go to copy. If you had continued to make choices you may have pressed (D) to delete a certain file, or (T)to see a dv80 file,(P)to print a dv80 to paper you wanted to (RENAME) you move to the file name and edit it by typeing over the file name or deleting the unwanted type. If you continue pressing(CTRL S or D) you will the 'cursor' over to the unprotect and can type (U) to unprotect or (P) to protect. You can make as many change as you want at one time ...but be carefull changing filenames. You are not allowed to change a file-name to be the same as an existing file-name on the same disk, also if you have an the same file-names on the disk you are saving to, you will over write that file if it is not protected. You are not allowed to write over a protected file.

SO to move on; [press (FCTN 6)]; at the bottom of the screen you are asked if you want to execute the commands you have chosen. [PRESS 'Y' IF YES, 'N' IF NO], pressing 'N' will let you continue to change your options. Please [PRESS 'Y']... pressing 'Y' WILL ADVANCE YOU TO NEXT SCREEN...(there is still time to back-up if you want to change your mind,(FCTN 9) will take you back to a 'menu' screen.

GOING ON; You should be looking at the screen that want you to select the disk number that you will be copying to... It may be #1 or to 2,3,4,or 5, only numbers....(no A,B,C'S). I you will be copying with a single disk, you will be prompted by the computer to change disk. Here is where you will have to wake-up. First you will put in the 'copy' disk (the disk you want the file to be copied to). The program will check and see if this is initilized. If not it will initilize the disk after asking how you want it to be initilized. I will asume you know a little about initilizing your disk already. You can not continue with-out an initilized disk. Ready, now you will be prompted to change from the 'MASTER' disk to the 'COPY'. WARNING: DO THIS SLOWLY AND BE CAREFULL TO CHECK WHICH DISK YOU ARE INSERTING PUT THE WRONG DISK AND YOU CAN START THE WHOLE PROCESS OF SELECTING OVER. READ THE SCREEN PROMPS!!! AFTER all the changes have been made you will be looking at the (FILE UTILITIES) SCREEN. PRATICE with option(1) of File Utilies a few times will help you feel better with this program.

#(2) RECOVER FILES: if for some reason you may have lost the ability to load a program on the disk, there is a chance that you can recover this file, (maybe). There are many reasons a file may not load, I am not going to go into at this time. This part of the program will rebuild the 'heading' file if the disk hasn't been written over. (It's worth a try) Just follow the prompts if you need to use this option.

#(3) and #(4) option: If you don't understand what the titles are for, you really don't need to be into this part. (I know this seems like a cop-out but it is the easiest way to get going with the program.

PLEASE [PRESS FCTN 9] so we are back to the 'MAIN MENU'.

NEXT MONTH I'LL GO THROUGH OPTION (2) AND (3)...UNTIL THEN PRATICE THE 'FILE UTILITIES' AND GET THE FEEL OF THE 'DM1000'.

PROG.DIR. 'MR ED'

NEXT MEETING

MONDAY, OCTOBER 10

6:30 PM --- WEST MUSIC COMPANY

COLLINS ROAD SQUARE SHOPPING CTR

Cedar Valley 99'er Users Group
288 Windsor Dr. NE
Cedar Rapids, Iowa 52402

Send To:

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124-222
860 WESTVIEW DR
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