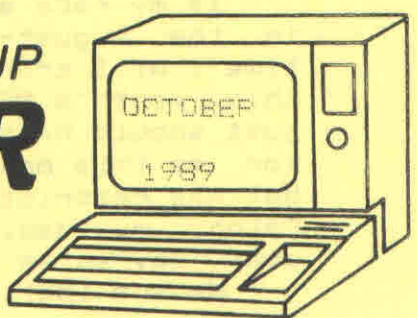


JIM REISS

CEDAR VALLEY 99'ER USER GROUP

NEWSLETTER



CEDAR RAPIDS/MARION, IOWA

OFFICERS

PRESIDENT:

Jerry Canady
6616 Kent Dr. NE
Cedar Rapids Iowa 52402
(319) 377-9382 (Home) or
(319) 395-2494 (Office)

VICE PRESIDENT:

Gary Bishop
3270 28th Ave.
Marion, Iowa 52302
(319) 377-9574

SECRETARY:

Bill Paeth
923 Owen St. NW
Cedar Rapids, Iowa 52405
(319) 396- 6470

TREASURER:

Bruce Winter
702 Fernwood Dr. NE
Cedar Rapids, IA 52402
(319) 393-0610

COMMITTEES

PROGRAM:

Ed Edwards
102 N. Davis St.
Anamosa, Iowa 52205
462-2329

PUBLICITY:

Paul Mortensen
301 Pebble Lane
Hiawatha, Iowa 52233
393-6022

EDUCATION/LIBRARIAN:

John Johnson
398 Forest Dr. SE
Cedar Rapids, Iowa 52403
366-4541

EDITOR:

Jim Green
377 Cambridge Dr. NE
Cedar Rapids, Iowa 52402
377-4073 (Home) or
395-1898 (Office)

NEWSLETTER TOPICS

1. Future Meeting Dates
2. Next Meeting Notes
3. Minutes from the August Meeting
4. Minutes from the Sept. Meeting
5. Miscellaneous
6. Forth and 1/2
7. Tips from the Tigercub #56
8. Vicious. from the West Penn UG

FUTURE MEETING DATES

Please mark the following dates on your calendar for future meetings:
OCTOBER 9, NOVEMBER 13, DECEMBER 11.

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

The regular monthly meeting will be Monday, Oct. 9, at West Music, Cedar Rapids, with open discussion starting at 6:30 PM. Ed hasn't told us what the demonstration will be, so come prepared for a surprise! Bring your favorite program to show!

SOME USER GROUPS haven't got the message that we have changed our address! Please send your newsletters to us at 377 Cambridge Dr. NE, Cedar Rapids, 52402.

* DOOPS! *

Is my face ever red after seeing the minutes for August that appeared in the August-September 1989 NEWSLETTER. I guess that will be the last time I will try to be cute with the disc file names. If there is room in this month's NEWSLETTER, the editor will try again. If not, I guess you just should have been there at the meeting. Thanks Bob for substituting for me this month. I got out of the hospital the day before the meeting but was restricted to rest for several days. I am back at work now. Ralph, my dad, is also glad to be out but is still taking treatments every day as an out patient.

We are looking forward to being back at the UG meetings real soon.

Submitted by Bill Paeth, secretary

* MINUTES FROM THE AUGUST MEETING *

The meeting was called to order by President Jerry Canady on August 13, 1989. There were 13 members present.

Bill Paeth announced that his dad, Ralph, was still in the hospital following surgery done August tenth. In spite of his four score years Ralph hopes to be back in his own home before the next weekend.

There were no arguments presented that refuted any of the meanderings printed in the last NEWSLETTER as the minutes of the July meeting. Since these were not "formally recorded" we did not dignify them by passing a motion. The secretary expressed his regrets at missing the July meeting. Unfortunately it will probably happen again. Starting with the November meeting a possible duplication of interest will exist. It is suggested that an alternate secretary be appointed should this duplication occur. This will save the UG from any further "adlibbed adhoc collection" from the pres and veeps "potentially volatile RAM". Thanks Jerry and Gary.

The treasurer's report was given by treasurer Bruce Winter. A bank statement had been issued in time for the current month's report to be read. It was moved, seconded and passed that we accept the report as read.

OLD BUSINESS: 1. Gary reported on the Cedar Valley ham fest. There was a lot of interest at our display on Saturday. The attendance was down on Sunday. We were very successful in keeping our UG in view. Thanks were noted to the CVARC for the free space offered to the UG. The secretary was instructed to send them a thank you note.

NEW BUSINESS: 1. Thanks to Gary for the new cover page for the NEWSLETTER. This is a one time deal only but we would like to get a new design. One that can be used thru TI Writer. Jerry announced, "we are working on it". 2. A flyer was passed to the members of the latest news of the Zeno board. 3. Are you ready for another visit to Dubuque? Well then, relax. It will not be before November. 4. Sister Pat sent word to the UG about a new program called SIGN. "Keep your eye on this". She likes it very much. Gary visited Bud Mills again. Bud sent some shareware utilities to the UG library. Jim donated to the UG library his latest. It is similar to MAXRLE.

DEMONSTRATION: 1. Jim showed off his new donation. 2. Jerry showed MUG BOOT, a new loader. He also showed his current FUNNELWEB configuration. 3. Ed showed his new keyboard that he has converted for TI use.

Meeting adjourned.

Submitted by Bill Paeth, Secretary

* MINUTES FROM THE SEPTEMBER MEETING *

The September meeting was called to order by president Jerry Canady. There were 12 in attendance at the meeting.

It was noted that the NEWSLETTER minutes for August were for 1988.

Bruce read the treasurer's report and it was moved, seconded and passed that the report be accepted as read.

OLD BUSINESS: 1. There was a discussion on the use of CATLIB COMPANION for our library.

NEW BUSINESS: 1. An article on the TI from ON LINE TODAY, a Comuserve Publication, was passed around. 2. Jim Reiss told of his new programs that will be reviewed at the DC TI EXPO. 3. There was a discussion on going to the Chicago TI Fair, November 4, 1989. 4. An expanded memory circuit from another newsletter was discussed.

DEMONSTRATION: 1. Jerry brought in a Toshiba lap top computer to show the group. 2. Jim Reiss demonstrated his new programs, TRIS and PIX PRO. 3. Ed Edwards showed us his new 30 Meg hardware he has running from his expansion box and showed its use with Myarc Disc Manager. 4. Printouts from Graphic Programs from Sister Pat were shown.

Submitted by Bob Wahlstrom, Sec Pro Tem

* MISCELLANEOUS *

* The editor accepts blame for last month's mixup on the monthly meeting minutes. I wasn't being careful. But isn't it nice to know that the members actually read the NEWSLETTER? (Why is it that only the mistakes get noticed?)

* Our own Gary Bishop has reached another rung on the ladder of fame and immortality! Gary has another article published in the September, 1989 issue of MICROpendium. I understand that Gary will have to settle for the fame, as he won't get rich from this publishing business!

* The TI world has lost two more major talents recently. Dr. Guy Stefan-Romano died at an early age last August 15th. Dr. Romano ran the free Amnion Helpline for many years, and his services will be missed. The other loss was 22 year old John Guion, of Texas. A software author and active Tier, he was killed in early September in a car accident.

* Don't forget that membership renewal is coming up fast! Bring a TI friend to the November meeting, and boost our attendance to new records!

* The CHICAGO TI Faire is coming up November 4th! A car pool is forming; maybe we can make it a caravan! Let us know at the October meeting if you will be going to this MUST event, the closest TI faire of the year.

* John J.--how's our library fixed for TI Artist instances? If a person wanted to start using Artist, where would he look for material?

* Does anyone know what a data base program is? If you said "No", wouldn't you like to find out?

Forth & 1/2

Extended Basic allows us to call our programs by name using the "call" statement. This can make our programs a lot more readable. While trying to optimize this method of programming I encountered something strangely familiar.

Because I get tired of typing "call" over and over, I made a dummy program into which I can insert my "words" that make up the program. I call this my "editor" and it looks like this.

```
100 CALL A :: CALL A :: CALL A :: CALL A :: CALL A
110 CALL A :: CALL A :: CALL A :: CALL A :: CALL A
120 CALL A :: CALL A :: CALL A :: CALL A :: CALL A
130 CALL A :: CALL A :: CALL A :: CALL A :: CALL A
```

Now we can just write a program such as this

```
CLR CHR DO(1,2,I,J) DSP(I) LOOP(I,J) RND(A,B)
COLR(A,B) DO(1,24,I,J) UP(I) LOOP(I,J) AGN(A,B)
```

Note that the values to put on the stack...err pass to the subprogram use the normal XB format. Now just write your subprograms and you are done. (Gross job)

Actually, to be perfectly honest, the language should be called Forth/200 to indicate its execution speed.

J Johnson CR

```
100 CALL CLR :: CALL CHR :: CALL DO(1,24,I,J)
110 CALL DSP(I):: CALL LOOP(I,J)
120 CALL RND(A,B):: CALL COLR(A,B):: CALL DO(1,24,I,J):: CALL DWN(I)::
CALL LOOP(I,J)::CALL AGN(A)
500 GOTO 110 :: SUB CLR :: CALL CLEAR :: CALL SCREEN(2):: FOR I=1 TO 14
::CALL COLOR(I,2,1):: NEXT I :: SUBEND
510 SUB CHR :: CALL CHAR(65,"",72,"",80,""):: SUBEND
520 SUB DO(A,B,I,J):: FOR I=1 TO 24 :: CALL DSP(I):: NEXT I :: SUBEND
530 SUB DSP(I)::DISPLAY AT(I,1):"AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA":SUBEND
540 SUB LOOP(I,J):: IF I<J THEN I=I+1
545 SUBEND
550 SUB RND(A,B):: A=RND*15+1 :: B=RND*15+1 :: SUBEND
560 SUB COLR(A,B):: CALL COLOR(5,A,B,6,A,B,7,B,A):: SUBEND
570 SUB DWN(I):: FOR I=1 TO 24 :: DISPLAY AT(I,1):"HHHHHHHHHHHHHHHHHHHH
HHHHHHHHHHHHHHHH"
580 CALL CHAR(72,"FF",72,"FFFF",72,"FFFFFF",72,"FFFFFFFF")
590 CALL CHAR(72,"FFFFFFFF",72,"FFFFFFFF",72,"FFFFFFFF",72,
"FFFFFFFF")
600 DISPLAY AT(I,1):"PPPPPPPPPPPPPPPPPPPPPPPPPPPPPP" ::CALL CHAR(72,"")
:: NEXT I::SUBEND
610 SUB AGN(A):: CALL COLOR(5,1,A):: FOR I=1 TO 24 :: DISPLAY AT(I,1)
:"AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA":NEXT I::SUBEND
```

Tigercub Software
156 Collingwood Ave.
Columbus OH 43213

I am still offering over 120 original and unique entertainment, educational and utility programs at just \$1.00 each, or on collection disks at \$5.00 per disk.

The contents of the first 52 issues of this newsletter are available as ready-to-run programs on 5 Tips Disks at \$10 each.

And my three Nuts & Bolts Disk, \$15 each, each contain over 100 subprograms for you to merge into your own programs to do all kinds of wonderful things.

My catalog is available for \$1, deductible from your first order (specify TIGERCUB catalog).

TI-PD LIBRARY

I have selected public domain programs, by category, to fill over 200 disks, as full as possible if I had enough programs of the category, with all the Basic-only programs converted to XBasic, with an E/A loader provided for assembly programs if possible, instructions added and any obvious bugs corrected, and with an auto-loader by full program name on each disk. These are available as a copying service for just \$1.50 post-paid in U.S. and Canada. No fairware will be offered without the author's permission. Send SASE for list or \$1, refundable, for 9-page catalog listing all titles and authors. Be sure to specify TI-PD catalog.

In Tips #55, I showed you some quick and easy ways to create new character sets. Since folks nowadays don't like to key in long programs, let's continue with "tinygram" programming, and at the same time show you how to manipulate strings, and teach you the value of using MERGE format.

First, let's make a screen to display our new characters. Some of them will have to be double-spaced horizontally or vertically, so -

```
100 CALL CLEAR :: X=1 :: FOR
  CH=48 TO 159 :: PRINT CHR$(
  CH)&" ";: X=X+2 :: IF X<29
  THEN 110 ELSE PRINT "":"":
  ;: X=1
110 NEXT CH
```

Save it- SAVE DSK1.100,MERGE

Now, you might like to move the common punctuation marks into the same character sets as the characters, so that you will not have to reidentify so many sets, also so you can color them easier.

```
120 DATA 32,33,34,44,46
130 FOR J=1 TO 5 :: READ CH
  :: CALL CHARPAT(CH,CH):: CA
  LL CHAR(J+90,CH):: CALL CHA
  R(J+122,CH$)
140 NEXT J :: CALL CHARPAT(6
  3,CH$):: CALL CHAR(64,CH$)::
  :: CALL CHAR(96,CH$)
```

If you want to program in Basic, or use BXB with characters all the way up to ASCII 159, add CALL CHAR(J+154,CH\$) to the end of line 130 and CALL CHAR(128,CH\$) to the end of line 140.

Save by SAVE DSK1.120,MERGE

If you are using that transliteration, you must remember that with upper case characters the ? is @, space is [, ! is \, " is |, comma is , period is . With the lower case they are FCTN keys C, F, A, G, W and V and

for the 3rd set (ASCII 129 to 154) they are CTRL comma, period,;,=,* and (.

You can transfer upper case to lower by -
CALL CHARPAT(CH,CH\$) and then CALL CHAR(CH+32,CH\$) or the opposite by CH-32 and if you have BXB merged in you can create a 3rd set by CH+64.

The following are all incompatible with each other, so give them all line number 150 and save them in merge format as 150A, 150B, etc.

The numerals and the upper case letters all have the topmost pixel row blank to provide spacing between lines of text. We can make taller letters by deleting the top row and doubling the 7th row -

```
150 FOR CH=48 TO 126 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR
  (CH,SEG$(CH$,3,12)&SEG$(CH$,
  13,4)):: NEXT CH
151 REM
```

Or, you can double the 3rd row -

```
150 FOR CH=48 TO 95 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR(
  CH,SEG$(CH$,3,4)&SEG$(CH$,5,
  12)):: NEXT CH
151 REM
```

The lower case letters are really small upper case with the upper 3 rows blank. All their vertical bars are in the 4th, 6th and 8th rows, so let's drop the first 3 rows and quadruple the 7th.

```
150 FOR CH=97 TO 127 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR
  (CH,SEG$(CH$,7,6)&RPT$(SEG$(
  CH$,13,2),4)&SEG$(CH$,15,2))
  :: NEXT CH
151 REM
```

Or, for topheavy letters, quadruple the 5th row -

```
150 FOR CH=97 TO 127 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR
```

```
(CH,SEG$(CH$,7,2)&RPT$(SEG$(
  CH$,9,2),4)&SEG$(CH$,11,6))
: NEXT CH
151 REM
```

Or, if you want line spacing -

```
150 FOR CH=97 TO 122 :: CALL
  CHARPAT(CH,CH$):: CH$=SEG$(
  CH$,5,8)&RPT$(SEG$(CH$,13,2),
  3)&SEG$(CH$,15,2):: CALL CH
  AR(CH,CH$):: NEXT CH
151 REM
```

Or, for something silly -

```
150 FOR CH=48 TO 90 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR(
  CH,SEG$(CH$,3,2)&RPT$(SEG$(C
  H$,5,2),4)&SEG$(CH$,9,4)&SEG
  $(CH$,15,2)):: NEXT CH
151 REM
```

For some good blocky characters -

```
150 FOR CH=48 TO 90 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR(
  CH,RPT$(SEG$(CH$,3,2),2)&SEG
  $(CH$,5,8)&RPT$(SEG$(CH$,15,
  2),2)):: NEXT CH
151 REM
```

Or, if you would prefer them shorter for single-line spacing -

```
150 FOR CH=48 TO 90 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR(
  CH,"00"&RPT$(SEG$(CH$,3,2),2)
  )&SEG$(CH$,7,6)&RPT$(SEG$(CH
  $,15,2),2)):: NEXT CH
151 REM
```

If you would like numerals the same size as lower case,

```
150 FOR CH=48 TO 57 :: CALL
  CHARPAT(CH,CH$):: CALL CHAR(
  CH,"0000"&SEG$(CH$,1,6)&SEG$
  (CH$,9,4)&SEG$(CH$,15,2))::
  NEXT CH
151 REM
```

You can even shrink the lower case to only 4 rows high, although some letters are not very legible -

```
150 FOR CH=97 TO 122 :: CALL
CHARPAT(CH,CH$):: CALL CHAR
(CH,SEG$(CH$,1,6)&SEG$(CH$,5
,4)&SEG$(CH$,11,6)):: NEXT C
H
```

```
151 REM
Something modernistic -
```

```
150 A$="00" :: FOR CH=48 TO
90 :: CALL CHARPAT(CH,CH$)::
CALL CHAR(CH,SEG$(CH$,1,4)&
A$&SEG$(CH$,7,6)&A$&SEG$(CH$
,15,2)):: NEXT CH
151 REM
```

Or perhaps even better -

```
150 A$="00" :: FOR CH=48 TO
90 :: CALL CHARPAT(CH,CH$)::
CH$=SEG$(CH$,3,10)&RPT$(SEG
$(CH$,13,2),2)&SEG$(CH$,15,2
)
151 CALL CHAR(CH,SEG$(CH$,1,
4)&A$&SEG$(CH$,7,2)&A$&SEG$(
CH$,11,2)&A$&SEG$(CH$,15,2))
:: NEXT CH
```

I call this one "Spooky".

```
150 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: CH$=SEG$(
CH$,3,14)&SEG$(CH$,1,2):: X$
=SEG$(CH$,1,1)&"0"
151 FOR J=3 TO 15 STEP 2 ::
X$=X$&SEG$(CH$,J,1)&SEG$(CH$
,J-1,1):: NEXT J :: CALL CHA
R(CH,X$):: X$="" :: NEXT CH
```

And "Spooky" backward -

```
150 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=1 T
O 15 STEP 2 :: CH2$=CH2$&SEG
$(CH$,J,1)&SEG$(CH$,J+3,1)::
NEXT J :: CALL CHAR(CH,CH2$
):: CH2$="" :: NEXT CH
151 REM
```

Now, clear the memory with
NEW, then -

```
MERGE DSK1.100
MERGE DSK1.120
Add a line 500 GOTO 500
```

And start MERGEing in your
series of "150" routines and
running them to see what you
have created.

Then, save these next
routines in MERGE format as
160A, 160B, etc.

All normal characters have

the leftmost column of
pixels and the two right-
most columns blank, for
spacing between letters. We
can widen the character into
the left column -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=1 T
O 15 STEP 2
161 CH2$=CH2$&SEG$( "014589CD
",POS("01234567",SEG$(CH$,J,
1),1,1)&SEG$(CH$,J+1,1)):: N
EXT J :: CALL CHAR(CH,CH2$):
: CH2$="" :: NEXT CH
162 REM
163 REM
```

Or widen it both left and
right -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=1 T
O 15 STEP 2
161 CH2$=CH2$&SEG$( "014589CD
",POS("01234567",SEG$(CH$,J,
1),1,1)&SEG$( "028A",POS("04
8C",SEG$(CH$,J+1,1),1,1)
162 NEXT J :: CALL CHAR(CH,C
H2$):: CH2$="" :: NEXT CH
163 REM
```

Or even a full 8 columns
wide by just changing the
"028A" in line 161 to "0129"

For darker characters, we
can shade them into the 7th
column -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=2 T
O 16 STEP 2 :: IF SEG$(CH$,J
-1,1)="1" THEN CH2$=CH2$&"18
" :: GOTO 163
161 IF CH=67 OR CH=71 OR CH=
99 OR CH=103 THEN 162 :: IF
SEG$(CH$,J-1,1)="4" AND SEG$
(CH$,J,1)="0" THEN CH2$=CH2$
&"60" :: GOTO 163
162 CH2$=CH2$&SEG$(CH$,J-1,1
)&SEG$( "0367CBEF",POS("02468
ACE",SEG$(CH$,J,1),1,1)
163 NEXT J :: CALL CHAR(CH,C
H2$):: CH2$="" :: NEXT CH
```

Or shade them both left
and right -

```
160 FOR CH=48 TO 122 :: CALL
```

```
CHARPAT(CH,CH$):: FOR J=1 T
O 15 STEP 2 :: A$=SEG$(CH$,J
,1):: P=POS("0123456789ABCDE
F",A$,1)
161 A$=SEG$( "0367CDEF89ABCDE
F",P,1):: B$=SEG$(CH$,J+1,1)
:: P=POS("02468ACE",B$,1)::
B$=SEG$( "0367CBEF",P,1):: CH
2$=CH2$&A$&B$
162 NEXT J :: CALL CHAR(CH,C
H2$):: CH2$="" :: NEXT CH
163 CALL CHAR(74, "000C0C0C0C
0C4C38"):: CALL CHAR(106, "00
0000C0C0C0C4C38")
```

Or shaded into both of the
rightmost columns -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=2 T
O 16 STEP 2 :: CH2$=CH2$&SEG
$(CH$,J-1,1)&SEG$( "0377EBFF"
,POS("02468ACE",SEG$(CH$,J,1
),1,1)):: NEXT J :: CALL CHA
R(CH,CH2$):: CH2$="" :: NEXT
CH
161 REM
162 REM
163 REM
```

Or into all 8 columns -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=1 T
O 15 STEP 2 :: P=POS("012345
6789ABCDEF",SEG$(CH$,J,1),1)
161 A$=SEG$( "0367CDEF89ABCDE
F",P,1):: P=POS("02468ACE",S
EG$(CH$,J+1,1),1):: B$=SEG$(
"0367EBFF",P,1):: CH2$=CH2$&
A$&B$
162 NEXT J :: CALL CHAR(CH,C
H2$):: CH2$="" :: NEXT CH
163 REM
```

More neatly, shaded inward
at right -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$)
161 FOR J=1 TO 15 STEP 2 ::
CH2$=CH2$&SEG$(CH$,J,1)&SEG$
("0C8C",POS("048C",SEG$(CH$,
J+1,1),1,1)):: NEXT J
162 CALL CHAR(CH,CH2$):: CH2
$="" :: NEXT CH
163 REM
```

Or inward at right, out-
ward at left -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=1 T
O 15 STEP 2
161 CH2$=CH2$&SEG$( "0367CBEF
",POS("01234567",SEG$(CH$,J,
1),1,1)&SEG$( "0C8C",POS("04
8C",SEG$(CH$,J+1,1),1,1))::
NEXT J
162 CALL CHAR(CH,CH2$):: CH2
$="" :: NEXT CH
163 REM
```

Here's a weirdo -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=9 T
O 15 STEP 2
161 CH2$=CH2$&SEG$( "014589CD
",POS("01234567",SEG$(CH$,J,
1),1,1)&SEG$( "028A",POS("04
8C",SEG$(CH$,J+1,1),1,1)
162 NEXT J :: CALL CHAR(CH,S
EG$(CH$,1,8)&CH2$):: CH2$=""
:: NEXT CH
163 REM
```

Try changing that to FOR J
=1 TO 7 and CALL CHAR(CH,CH2
\$&SEG\$(CH\$,9,8))

And one more -

```
160 FOR CH=48 TO 122 :: CALL
CHARPAT(CH,CH$):: FOR J=1 T
O 7 STEP 2
161 A$=SEG$( "02468ACE",POS("
01234567",SEG$(CH$,J,1),1,1)
):: B$=SEG$( "0808",POS("048C
",SEG$(CH$,J+1,1),1,1)):: CH
2$=CH2$&A$&B$ :: NEXT J
162 CALL CHAR(CH,CH2$&SEG$(C
H$,9,8)):: CH2$="" :: NEXT C
H
163 REM
```

Now, clear the memory,
MERGE in 100 and 120, put in
a holding line 500 GOTO 500
and start MERGEing in all of
the different combinations
of the 150 and 160 lines and
see how many different char-
acter sets you can make!

Memory full,

Jim Peterson

HERE IS A PROGRAM CALLED VICIOUS. IT IS WRITTEN IN EXTENDED BASIC AND WILL RUN IN A BARE CONSOLE W/XBASIC. THERE IS NO CREDIT TO THE AUTHOR. THIS WILL REMIND SOME OF "SPYS". VERY GOOD AND ACCEPTS EITHER KEYBOARD OR JOYSTICKS.

```
10 @=1 :: _=2 :: CALL CLEAR
:: CALL SCREEN(_): RANDOMIZ
E :: CALL MAGNIFY(3):: FOR A
=@ TO 14 :: CALL COLOR(A, 16,
@):: NEXT A :: CALL COLOR(11
, 11, @):: CALL CHAR(48, "007C4
4444444447C")
20 CALL CHAR(96, "070B1321418
1E3FFFFE3814121130B07E0D0C88
48281C7FFFFC7818284C8D0E")
30 CALL CHAR(100, "030C302040
4080808080404020300C03C0300C
040202010101010202040C30C", 1
08, "007E7E7E7E7E7E001C2A497F
492A1C")
40 CALL CHAR(112, "8080808080
80808001010101010101FF0000
000000000000000000000000FF")
:: DISPLAY AT(@, 8): "VICIOUS
CIRCLE"
50 DISPLAY AT(4, @): "AVOID TH
E CIRCLES WHILE": "CLEARING T
HE GRID. ": "USE THE JOYSTIC
K OR ARROW KEYS TO MOVE. "
60 DISPLAY AT(10, @): "YOU REC
EIVE 10 PTS FOR EACH SQUARE,
OR 1000 PTS FOR AN ENTIRE
GRID. ": "ONCE YOU HAVE BEEN
HIT 10 TIMES, THE GAME WI
LL END. "
70 DISPLAY AT(17, @): "FOR EVE
RY 5000 PTS, YOU": "GET AN EX
TRA LIFE. " :: DISPLAY AT(23,
7): "JOYSTICKS?(Y/N)"
80 CALL KEY(I, B, C):: IF C=I
THEN 80
90 D=I :: IF B=89 OR B=121 T
HEN D=@ :: IF B=121 THEN 120
100 IF D=I THEN 120
110 FOR A=@ TO 4 :: DISPLAY
AT(23, 4): "RELEASE ALPHA-LOCK
KEY" :: FOR E=@ TO 40 :: NE
XT E :: DISPLAY AT(23, 4):: N
EXT A
120 CALL CLEAR
130 F=85 :: G=117 :: H, I, J=I
:: K=10 :: L=5000 :: CALL H
CHAR(_, 9, 115, 17):: CALL HCHA
R(20, 9, 114, 17):: CALL VCHAR(
3, 8, 113, 17):: CALL VCHAR(3, 2
6, 112, 17)
140 DISPLAY AT(@, _): "00000"
150 FOR A=4 TO 18 STEP _ ::
DISPLAY AT(A, 8) SIZE(16): RPT$(
"1 ", 8):: NEXT A :: FOR A=
TO 9 :: IF A/_=INT(A/_) THEN
M=-@ ELSE M=@
160 M=M*INT(RND*10+12+J):: C
ALL SPRITE(#A, 100, INT(RND*14
+3), 200, A*16+37, M, I):: NEXT
```

```
A :: GOSUB 330
170 DISPLAY AT(22, 9): "PRESS
ANY KEY" :: DISPLAY AT(22, 9)
:: CALL KEY(I, N, O):: CALL KE
Y(@, P, Q):: IF O=I AND Q=I TH
EN 170 ELSE CALL SOUND(500, 2
62, 3, 330, 3, 392, 3)
180 CALL SPRITE(#@, 96, 15, F, G
):: GOTO 210
190 IF D=I THEN 300 ELSE CAL
L JOYST(@, B, C):: IF ABS(B)=A
BS(C) THEN 230
200 G=MIN(181, MAX(69, G+B*4))
:: F=MIN(133, MAX(21, F-C*4))
: CALL LOCATE(#@, F, G)
210 CALL GCHAR(INT(F/8)+_, IN
T(G/8+_), R):: IF R(>)108 THEN
230 ELSE CALL SOUND(140, -6,
3, 900, 4, 1100, 5, 1300, 6)
220 CALL HCHAR(INT(F/8+_), IN
T(G/8+@), 32, _):: I=I+@ :: IF
I=64 THEN 240
230 CALL COINC(ALL, R):: IF R
=I THEN 190 ELSE CALL SOUND(
200, -6, _):: K=K-@ :: GOSUB 3
30 :: IF K=I THEN 260 ELSE 1
90
240 CALL SOUND(1600, 131, _, 39
2, _, 1047, _):: J=J+ _ :: CALL
DELSPRITE(ALL):: I=I :: F=85
:: G=117 :: H=H+1000 :: DIS
PLAY AT(@, 7-LEN(STR$(H))) SIZ
E(6): STR$(H)
250 IF H=L THEN K=K+@ :: GOS
UB 330 :: L=L+500 :: GOTO 15
0 ELSE 150
260 FOR A=@ TO I :: H=H+10 :
: CALL SOUND(30, 523, _):: DIS
PLAY AT(@, 7-LEN(STR$(H))): ST
R$(H):: CALL SOUND(20, 200, 30
):: NEXT A :: DISPLAY AT(22,
11): "GAME OVER" :: FOR A=@
TO 340 :: NEXT A
270 DISPLAY AT(22, 8): "PLAY A
GAIN?(Y/N)"
280 CALL KEY(I, B, C):: IF C=I
THEN 280
290 IF B=89 OR B=121 THEN CA
LL DELSPRITE(ALL):: CALL CLE
AR :: GOTO 130 ELSE END
300 CALL KEY(I, N, O):: B, C=I
:: IF N=83 OR N=115 THEN B=-
4 ELSE IF N=68 OR N=100 THEN
B=4
310 IF N=69 OR N=101 THEN C=
4 ELSE IF N=88 OR N=120 THEN
C=-4
320 GOTO 200
330 DISPLAY AT(@, 16): RPT$(
", 13-K)&RPT$( "m", K):: RETURN
```

NEXT MEETING

MONDAY, OCTOBER 9

6:30 PM --- WEST MUSIC COMPANY

HAPPY HALLOWEEN!

Cedar Valley 99'er Users Group
377 Cambridge Dr. NE
Cedar Rapids, Iowa 52402

PLEASE NOTE NEW ADDRESS!
CHANGE YOUR DATA BASE!!

Send To:

GARY BISHOP
124-222
3270 28TH AVE
MARION IA 52302