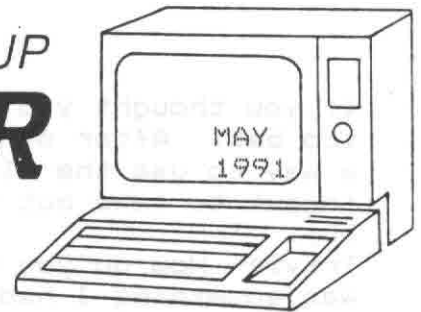


CEDAR VALLEY 99'ER USER GROUP

NEWSLETTER



CEDAR RAPIDS/MARION

1991/1992 OFFICERS:

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

NEXT MEETING: MAY 14, 1991
AT WEST MUSIC, LINDALE MALL 6:30 PM

- CONTENTS:
1. Listing of new officers
 2. Minutes of the last meeting
 3. The Prez's Blurb
 4. Membership listing
 5. Tips from the Tigercub #62
 6. Correspondence, a note of thanks, and other misc.

MINUTES OF THE LAST MEETING

President Gary Bishop called the April meeting to order on Tuesday the ninth. There were ten members present. The minutes for the February meeting were approved as printed in the NEWSLETTER. Our March meeting had to be called off because of a bad snow storm. The treasurer's report was read and accepted, showing us with a total balance of \$293.50.

OLD BUSINESS: 1. A letter of thanks to our group from Eunice Spooner from Maine was passed around. 2. NEWSLETTERS from the Chicago User Group have now started to arrive as part of our NEWSLETTER exchange. 3. Our participation at the Computer Fair was discussed. 4. We are again out of discs. It was voted on to order 300 more.

NEW BUSINESS: 1. It was decided that we will start mailing out the Newsletters that are exchanged with other user groups every other month. This will save us \$10-\$12 on the approximately 30 user groups that we are currently exchanging with. User groups that we no longer receive their newsletters will be dropped from our mailing list. 2. Jim Green, informed us that the CONNI Bulletin Board now has enough money to start the BBS Newsletter Exchange. 3. There was a discussion on discontinuing our meetings during the summer, the problem is getting the meetings started back up again in the fall, we might lose some members. We are going to let the new officers work on this. We might go with a different meeting format in the summer. 4. If you need Gary Bishop to locate something for the TI, you will have to give him a written request to help him keep things in order. Please include the date and your phone number. 6. Elections were held and these are the results: Bruce Winter will continue as our Treasurer. John Johnson is our new President. Wayne Betts will be our Vice President. The Secretary job went to Bob Wahlstrom. Jim Green is going to take over the job of Librarian and Gary Bishop will be our new Newsletter Editor. We will be discontinuing the committee jobs of Program, Publicity and Education.

PROGRAM: Bob Heiderstadt showed us a program he has been working on to label his disk envelopes and give a screen listing of what is on the disk. Gary Bishop again set up his Packet amateur radio station using the TI. Packet communications gives you a modem-bulletin board type of communications using a transmitter and receiver instead of the phone lines. He was using the TI with the Telco program tied into a Heathkit Packet unit and this was feeding into a two meter handi-talkie. This set up will give you world wide communications. There will be a delay in getting a message back from the person you are trying to contact if he is located out of the range of your radio. Gary has an amateur radio friend in Florida that he contacts with Packet and the round trip contact might take 22-28 hours as the signal is being transferred from one Packet station to the next. Thanks Gary for a good demonstration.

Submitted by Bob Wahlstrom, Secretary

The Prez's Blurb

If you thought you were going to escape seeing the above name any more.... too bad. After many hours of deep transcendental meditation I figured out a way to use the old Library Blurb format for my articles. Now if I forget to take out the library listings from time to time you will know why.

Trivia- How do you get a line with the number zero in XB? This information was something I had been looking for a long time and it finally showed up in the Rocky Mountain 99ers April news letter. I have a program with an address on line zero and everytime I use that program line zero ends up in my program. See below.

Misc- I called the Cedar Rapids Library and discussed my problems with their 80 column BBS and my 40 column computer. Much to my surprise I found that they have no BBS program to speak of. They simply hook you into their system and treat you like one of their terminals in the library. I do believe that the world is going 80 column very quickly and to keep up with that trend I intend to make that my next addition to the old TI.

Corrections and additions- The program XBTRK! that I originally put in the library had an error that I have since corrected. I don't think anyone got the old version but in case they did the first address is not always -31 as stated. The formula for it is $27 + \text{file name length}$. Example- File name = LOAD => $27+4=31$. Also if you use my XB assembly files loader program from the Feb newsletter the first address will be around -17672 depending on the length of your first file name.

Help- I was recently torn away from my experimenting in bit map mode by an excellent program on speech called SPEECODER that I got from the Chicago BBS. I have developed it to what I think is the limit of my abilities and installed one instance of it in my adventure program. I am now returning to bit map experimenting. I still would like to develop speech and sound further. SPEECODER is great and has gotten me a long ways toward my goals but I appeal to anyone who knows of any more info on the TI sound or speech system to somehow contact me. The ultimate would be to have a recording device that would allow me to encode recorded sounds in a format that the TI could use. I will take any new input I can get. My financial resources are limited but I would be willing to pay any reasonable amount for a share ware program of this type. I make it a point to get my share ware programs paid in a reasonable amount of time. My address is on the front of this newsletter. Thank you in advance.

End- I know you are turning blue holding you breath waiting for the trivia answer so here she is. From the Rocky Mountain 99ers April news letter by (who else?) Jim Peterson. Key the program below in. Then put a disk in and save it. Now run it with the disk in drive 1 and enter MERGE DSK1.ZERO. List the results.

```
100 M#="YOU CAN'T DELETE THIS!"
110 OPEN #1:"DSK1.ZERO",VARIABLE 163,OUTPUT::PRINT
    #1:CHR$(0)&CHR$(0)&CHR$(131)&CHR$(200)&CHR$(LEN(M#))&M#&CHR$(0)
120 PRINT #1:CHR$(255)&CHR$(255)::CLOSE #1::END
```

To eliminate the line zero I change M# to M#="". I still get a line zero but it is only an exclamation point. Anyone out there know how to get rid of it completely?

EOF....J.C.Johnson CR

For some time we, we have talked about publishing our list of members. This would help us contact each other when we need assistance, advice, or need to chat about the computer. Well, here is the list. There are no phone numbers listed, however. There are two reasons for that: phone numbers are not stored in our mailing label data base, which is where this list came from, and some members may have reservations about giving out their numbers. If we receive more requests for phone numbers, we will have to confront the issue.

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E L EDWARDS
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%SR. PAT TAYLOR
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CEDAR RAPIDS IA 52404

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TIPS FROM THE TIGERCUB

No. 62

Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213

Dec. 1990

My stock of Tigercub Software catalogs is depleted and it would not pay me to reprint it. Therefore I have released all copyrighted Tigercub programs, except the Nuts & Bolts Disks, for free distribution providing that no price or copying fee is charged. All of my Tigercub programs have been added to my TI-PD library and are cataloged, by category, in TI-PD catalog #4.

My three Nuts & Bolts disks, each containing 100 or more subprograms, have been reduced to \$5.00. I am out of printed documentation so it will be supplied on disk.

My TI-PD library now consists of 452 disks of fairware (by author's permission only) and public domain, all arranged by category and as full as possible, provided with loaders by full program name rather than filename, Basic programs converted to XBasic, etc. The price is just \$1.50 per disk(!), post paid if at least eight are ordered. TI-PD catalog #4 listing all titles and authors, is available for \$1 which is deductible from the first purchase.

According to Charles Good, running a program containing CALL SAY on a beige console without the speech synthesizer attached will cause a lockup.

On a black and silver console, there is no lockup but program execution can be greatly delayed. To avoid that, CALL PEEK(-28672,@) at

the beginning of the program and add IF @=96 before each CALL SAY (remember that, IF causes program execution to skip to next program line if not true!), or IF @<>96 THEN to skip over the CALL SAYs.

In Tips #60 I presented a routine to find the lowest power of 7 which contains six 7s in sequence. My version took 24 minutes to find the answer on my TI-99/4A. Several users tried this on a Geneve. The NUTI News of the Nittany UG, Oct 1990 reports that on a 9640 (MDOS 0.97H) with TI XBasic loaded through GPL (speed 5) it ran in 11 min. 33.86 seconds, and with MYARC Advanced Basic V2.99A loaded through GPL it ran in 4 min. 58.62 seconds!

Now, from the TI*MES of England, here is a method using a level of math beyond my comprehension that will solve the problem on an ordinary TI in 6 minutes and 17 seconds!

```

100 ! FASTER WAY John Seager
110 CALL CLEAR :: DIM ELEM(26):: ELEM(0)=7 :: POWER,SS=0
    :: DISPLAY AT(1,1):"7 TO THE POWER OF"
120 ELM=SS :: SS,CARRY=0 :: POWER=POWER+1
130 DIS$=STR$(ELEM(ELM)):: FOR I=ELM-1 TO 0 STEP -1 :: DIS$=DIS$&RPT$("0",10-LEN(STR$(ELEM(I))))&STR$(ELEM(I)):: NEXT I
140 DISPLAY AT(1,19):STR$(POWER);"=" :: DIS$
150 FOR I=6 TO LEN(DIS$)STEP 6 :: IF SEG$(DIS$,I,1)<>"7" THEN 190
160 FOR J=I-5 TO I :: IF SEG$(DIS$,J,6)<>"777777" THEN 180 ELSE DISPLAY AT(24,1):"ANY KEY TO CONTINUE"
170 CALL KEY(0,K,S):: IF S=0 THEN 170 :: DISPLAY AT(24,1):: J=I
180 NEXT J
190 NEXT I
    
```

```

200 ELEM(SS)=ELEM(SS)*7+CARRY
Y :: IF ELEM(SS+1)=0 AND ELEM(SS)<1.E+10 THEN 120
210 CARRY=INT(ELEM(SS)/1.E+10):: ELEM(SS)=ELEM(SS)-CARRY*1.E+10
220 SS=SS+1 :: GOTO 200
    
```

And if you think that is fast, the Autumn '90 edition of TI*MES contains a Mini-memory program to solve the program in 2 SECONDS! And an assembly version that will search to the 10,000 power and find 52 strings of six 7's in an hour and a half!

Here's a puzzler for you. Can you figure out why that 1000-microsecond CALL SOUND is cut short?

```

100 CALL CLEAR
110 DISPLAY AT(12,1):"Filename? DSK" :: ACCEPT AT(12,14) BEEP:F$
120 ON ERROR 130 :: OPEN #1:"DSK"&F$ :: STOP
130 GOSUB 140 :: RETURN 110
140 CALL SOUND(1000,110,0,-4,0):: DISPLAY AT(24,1):"CAN'T OPEN FILE" :: RETURN
    
```

I recently programmed a diskfull of gospel songs, and in each one I used this formula to set up an array containing the frequencies for 3 octaves:

```

DIM N(36) :: F=110 :: FOR J=1 TO 36 :: N(J)=INT(F*1.059463094^(J-1)+.5):: NEXT J
    
```

At the end of each selection I put CALL INIT :: CALL LOAD(-31961,149) I don't remember where I learned that one, but it clears the screen, sets all colors and characters to default, deletes sprites, and looks for a LOAD program on DSK1.

The LOAD program has a routine to play each song one after another, but one song crashed with a BAD VALUE error even though it had previously been OK. I found that this was the

only song that actually used N(1). The value should have been 110 but it had somehow changed to 24263 which the program line multiplied by 2, therefore out of range.

I found that the routine was correctly giving N(1) a value of 110 the first time but after the CALL LOAD it always had the 24263 value. Substituting other values for 110, I found that any value was being multiplied by 220.5727273, rounded off.

Further experimentation revealed that the problem was being caused by the ^ (exponentiation sign, shift 6 on your keyboard, in case someone prints this through the Formatter!). So I wrote this little routine to experiment with:

```
100 FOR J=1 TO 10 :: PRINT
2^J :: NEXT J :: CALL INIT
:: CALL LOAD(-31961,149)
```

I saved that as DSK1.TEST and then wrote another one 100 RUN "DSK1.TEST", saved that as DSK1.LOAD, and then entered RUN "DSK1.TEST".

It printed out the proper values time after time, so I changed the 2^J to read 2^(J-1). The first time around, the first value was 1 as it should be - the computer will consider any number to the power of 0 to have a value of 1. But, the next time around, the first value was F0.57000101!

That was not even a valid numerical representation, so I changed the formula to 2^(J-1)*2, expecting it to crash. Instead, it gave me a value of 441.140002!

Further experimentation showed that 2^(J-1)+1 gave a value shown as 1<1.570001.

Changing the +1 to +100 gave 1=0.570001 and to +100 gave 2<0.570001!

So, poking a value of 149 into -31961 will cause any number taken to the power of zero to have a value of 220.5727273, which will be represented on screen in some apparently undocumented format - it's not even radix 100. I wonder if the fellows who built this computer could explain that!

ATTENTION all newsletter editors! If you print the above through the Formatter PLEASE transliterate the caret sign!

This one requires the TEII module and the Speech Synthesizer. Want to make the computer so mad it will fuss and fume and cuss and mutter? Run this program and answer the prompt with 1.

```
100 CALL CLEAR
110 OPEN #1:"SPEECH",OUTPUT
120 INPUT X
130 PRINT #1:"//"&STR$(X)&
"&STR$(X*3.17)
140 PRINT #1:"THIS IS THE SE
CRET METHOD OF MAKING THE CO
MPUTER SPEAK IN A WHISPER"
150 GOTO 120
```

Want to make it whisper to you? Answer the prompt with 0 or -10.

Why did I get an INPUT ERROR when the strings in this routine got too long?

```
100 CALL CLEAR :: X=1
110 X=X*2 :: A$=RPT$("A",X):
: B$=RPT$("B",X):: C$=RPT$("
C",X):: D$=RPT$("D",X):: PRI
NT A$:B$:C$:D$
120 OPEN #1:"DSK1.TEST",VARI
ABLE 254,OUTPUT :: PRINT #1:
A$:B$:C$:D$ :: CLOSE #1
130 OPEN #1:"DSK1.TEST",INPU
T :: INPUT #1:A$,B$,C$,D$ ::
PRINT A$:B$:C$:D$ :: CLOSE
#1 :: GOTO 110
```

Thanks to Irwin Hott for the answer to that one. I don't think it's in the books anywhere, but the TI

won't input multiple records in a single INPUT if the total number of bytes is too high - less than 154 for two records to less than 144 for six records.

I still think computers should be fun, so here is a quickie for the kids, or for the kid in you -

```
100 PRINT TAB(9);"QUICK DRAW
": : : : " How good a gunslin
ger are":"you?": : " Can you
outdraw":"Deadeye Joe?": :
110 PRINT " Watch the countd
own from 1":"to 10.": : " Wai
t for the gun....": : " Then
hit any key FAST!! - ":" -
and HOLD IT DOWN": :
120 PRINT " I got down to 20
once - can":"you beat that?
": : " Press any key to start
"
```

```
130 CALL KEY(0,K,ST):: IF ST
=0 THEN 130
140 CALL CLEAR :: S@=300 ::
CALL CHAR(58,"009F9191919191
9F"):: CALL CHAR(42,"0000FCF
E171F0707")
150 CALL KEY(0,K,ST):: IF ST
=-1 THEN 150
160 CALL CLEAR :: FOR M=1 TO
10 :: CALL HCHAR(12,16,M+48
):: FOR N=1 TO 100
170 NEXT N :: CALL KEY(0,F,X
):: IF F=70 THEN 330
180 NEXT M :: CALL CLEAR ::
FOR J=1 TO 500
190 NEXT J :: IF F=70 THEN 3
30
200 CALL KEY(0,K,ST):: IF ST
<>0 THEN 330
210 CALL HCHAR(12,16,42):: F
OR D=1 TO S@
220 NEXT D :: CALL KEY(0,Z,X
):: IF X=0 THEN 240
230 GOTO 270
240 CALL CLEAR :: PRINT :: P
RINT "YOU'RE DEAD!"
250 FOR D=1 TO 200
260 NEXT D :: GOTO 160
270 PRINT "OUCH!" :: IF S@<5
1 THEN 290
280 S@=S@-50 :: GOTO 320
290 IF S@<31 THEN 310
300 S@=S@-5 :: GOTO 320
310 S@=S@-1
320 PRINT S@ :: GOTO 250
```

```
330 PRINT "YOU CHEATED!" ::
GOTO 150
```

I always wondered about those recipe programs. Does the cook lug the computer out to the kitchen to read the screen, or use a printer to make a hardcopy of a file that was keyed in from a hardcopy in the first place?

Anyway, some of those programs do convert quantities for different servings, so here is a little program to do that. It provides input and output in fractions instead of decimals, because that is the way recipes are written.

```
100 DISPLAY AT(3,6)ERASE ALL
:"RECIPE CONVERTER"
110 DISPLAY AT(6,1):"Enter fractional quantities separated by a space from whole quantities."
120 DISPLAY AT(9,1):"For instance, to enter three and one-half, type 3 1/2"
130 DISPLAY AT(12,1):"Results will be rounded to the nearest 8th."
140 DISPLAY AT(24,7):"press any key" :: DISPLAY AT(24,7)
:"PRESS ANY KEY" :: CALL KEY(Q,K,S):: IF S=0 THEN 140
150 DISPLAY AT(12,1)ERASE ALL
:"TURN PRINTER ON!"
160 OPEN #1:"PIO" :: PRINT #1:CHR$(27);"@ " :: CALL CLEAR
```

```
170 DISPLAY AT(5,1):"Name of recipe?" :: ACCEPT AT(7,1):M$ :: PRINT #1:M$;"":
180 DISPLAY AT(3,1)ERASE ALL
:"Recipe is for how many servings?" :: ACCEPT AT(4,11)VALIDATE(DIGIT)BEEP:R
190 DISPLAY AT(6,1):"You want to cook how many servings?" :: ACCEPT AT(7,11)VALIDATE(NUMERIC):S :: X=S/R
200 DISPLAY AT(10,1):"Name of ingredient? (just enter if finished)" :: ACCEPT AT(13,1)BEEP:A$ :: IF A$="" THEN STOP
210 DISPLAY AT(15,1):"Unit of measure?" :: ACCEPT AT(17,1)BEEP:M$
220 ON ERROR 310 :: DISPLAY AT(19,1):"Quantity in recipe?" :: ACCEPT AT(21,1)BEEP:AX$ :: A=VAL(AX$)
230 Q=X*A :: J=INT(Q):: P=Q-J :: IF P=0 THEN X$=STR$(J):Y$="" :: GOTO 290
240 IF J=0 AND P<=.0625 THEN X$="" :: Y$="less than 1/16" :: GOTO 290 ELSE IF P<=.0625 THEN X$=STR$(J):: Y$="" :: GOTO 290
250 IF P>.9375 THEN X$=STR$(J+1):: Y$="" :: GOTO 290
260 DATA .8125,7/8,.6875,3/4,.5625,5/8,.4375,1/2,.3125,3/8,.1875,1/4,.0625,1/8
270 RESTORE 260
280 READ M,N$ :: IF P>M THEN Y$=N$ :: X$=STR$(J)ELSE 280
290 IF J<1 THEN X$=""
300 PRINT #1:A$&" "&X$&" "&Y
```

```
$&" "&M$ :: GOTO 200
310 P=POS(AX$," ",1):: Q=POS(AX$,"/",1):: IF Q=0 THEN 340
320 ON ERROR 340 :: IF P=0 THEN A=0 ELSE A=VAL(SEG$(AX$,1,P-1))
330 B=VAL(SEG$(AX$,P+1,Q-1-P)) :: C=VAL(SEG$(AX$,Q+1,255)) :: A=A+B/C :: RETURN 230
340 DISPLAY AT(24,1):"OOPS! TRY AGAIN" :: CALL SOUND(1,10,0,-4,0):: RETURN 220
```

And here is an oldie - a utility to get the bugs out of your programs.

```
100 ! MOSQUITO #2 by Jim Peterson from a PEEK by Crag Miller
110 CALL CLEAR :: CALL SPRITE(#1,42,2,100,100)
115 DISPLAY AT(22,1):"Don't let the mosquito get":"out of the TV!":"Press any key - Q UICK!"
120 RANDOMIZE :: CALL PEEK(-31808,A,B):: CALL MOTION(#1,A-128,B-128):: CALL KEY(0,K,S):: IF S=0 THEN 120
130 CALL CLEAR :: CALL COLOR(1,2,8):: CALL SCREEN(2):: CALL CHAR(32,"FF888888FF888888") :: GOTO 120
```

Long live the TI-99/4A!

Jim Peterson

The Tigercub

CORRESPONDENCE

We received a note from John Geisinger from the Lehigh 99ers Computer Group concerning how they handle the distribution of their newsletters. He made many of the same suggestions that we have already discussed. He made some points that we didn't think of. He states they publish their meeting schedule in December, and then the members are asked to circle the dates in red on their calendars. I'm not sure we know our schedule one year in advance. They distribute their newsletters at the meeting, and mail those not picked up. John stated they may not necessarily publish a newsletter every month, if a slim month for the newsletter resulted in a delayed publication. He also mentions that he uses the TI for genealogy, and wishes there was a TI special interest group (SIG) for genealogy. Any takers? Bob Heiderstadt, maybe after we see your presentation at the next meeting, you might get in touch with John. For any others with similar interests, John's address is RD #1 Box 252, Bechtelsville, PA 19505. Thanks for taking the time to write, John. -Gary Bishop

THANKS

We all owe our gratitude to Jim Green for his excellent service to our club. He has served us very well as our newsletter editor for nearly 4 years! We have received many favorable comments on the format and content of our newsletter, and Jim deserves the credit. Thanks! I hope I can maintain the high standards you have established. -Gary Bishop

More correspondence: I sent Eunice Spooner of the Oakland Computer group in Maine a box of TI stuff. This stuff was the remainder of Paul Mortensen's collection, and was a welcome addition to the school's system there in Maine. I will pass around the letter she wrote at the next meeting.

CASSETTE LOADING PROBLEMS: One of our out-of-town members has been having an unusual problem with a program that originated on cassette. He can load and run the program properly from cassette, and he tries to save the program to disk. The save operation to disk appears successful, because no error codes or honks are heard. The program seems to load OK back from disk, but when he types "RUN" only the first few lines of the program execute, and then the computer locks up. If he just loads the program, and looks at the listing, there is garbage on the screen after the first few lines. We have talked on the phone, and have tried exchanging consoles, using different (clean) disks, and several other attempts to solve this unusual problem.

I'm aware of at least 3 different reasons a cassette program will not load, and none of them seem related to his problem. The three items are:

1. Having the cassette recorder and audio cables too close to the television. There is a specific warning about this on page I-10 of the Users Reference Guide that came with the console. I have personally experienced this problem, and know of two other installations where moving the cassette away from the television cleared up many cassette loading problems.
2. Loading a program that needs all console memory, while the disk drive in the expansion system is active. It seems that the very first thing loaded from a long cassette program is how much memory is required. It is certainly possible and likely that you can come across a very long basic or extended basic program that requires all the console's memory. When the console is first powered up, the power up routines go on a safari to find any valid devices to attach to the system. Some devices simply exist, and do not require any console memory to be set aside, such as the 32k memory expansion. Other devices, such as the disk drive card, will require a small amount of console memory to be allocated for disk use only. This memory is for buffers, valid device name storage, and other housekeeping. But it does allocate a small amount of memory, and this small amount is no longer available to other programs. Well, if the disk is connected, and you attempt to load a cassette program that requires all the memory, you immediately receive an error as soon as the first data bytes come in from the cassette. The error message translates to something as useless as: Error in data, or something equally nebulous. You are normally lead to believe that the volume control setting needs adjusting, but you will play with the setting all night, and receive either: Error in data, or No data found error messages. Solution: don't turn the expansion system on to load such a program, or remove the disk drive card from the box ahead of time.
3. Attempting to load a data file stored on cassette as a program. I'm not sure what kind of message this provides, but will cause a lot of frustration if you don't realize that the cassette contains data instead of a loadable program.

None of the above conditions apply to the situation. I haven't received a copy of the program he is having trouble with, in an attempt to duplicate the trouble. Any ideas? - Gary Bishop

THANKS

NEXT MEETING: TUESDAY

MAY 15, 1991 6:30 PM

WEST MUSIC COMPANY, COLLINS RD.

NORTH OF LINDALE MALL

CEDAR RAPIDS

PRESENTATION: A HOME

GROWN GENEALOGY PROGRAM!

Cedar Valley 99'er Users Group
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Cedar Rapids, Iowa 52402

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MARION IA 52302

7 224