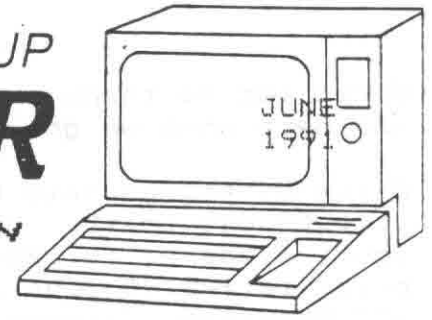


CEDAR VALLEY 99'ER USER GROUP

# NEWSLETTER

CEDAR RAPIDS/MARION  
IOWA



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**1991/1992 OFFICERS:**

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**NEXT MEETING: JUNE 11, 1991  
AT WEST MUSIC, LINDALE MALL 6:30 PM**

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1. Minutes of the last meeting
  2. The Prez's Blurb
  3. Part 2 of Jim Peterson's music program
  4. For Sale, and other misc.
  5. TIPS 1.8 Review and hints, by Ed Machonis

## MINUTES OF THE LAST MEETING

Our May meeting got off to a bit of a slow start. Our president and vice president were both missing on the same evening. There were four members present when we did get things rolling at approximately 6:53. The April minutes and treasurer's report were voted on and approved.

**NEW BUSINESS:** There was a question on the Tuesday May 13th date for the May meeting that was on the newsletter cover. The disk order is now in.

**OLD BUSINESS:** There was no old business to discuss. When the program started we had five members in attendance. Bob Heiderstadt had the program for the evening. He has been making Genealogy books for both sides of his and his wife's family. This has been a 4-5 year project involving three word processor programs and moving from a cassette system to disk. This was a very informative night for someone planning this type of undertaking. Thanks Bob.

Submitted by Bob Wahlstrom, Secretary

## The Prez's Blurbs

First let me thank you for the sympathy card for my mothers passing. It was here when we got back and was greatly appreciated.

A lot of things have happened in the TI world that I would like to pass on so lets get to it. Midi Master, the program that lets you link your TI to your keyboard, is ready according to the latest Chicago TI times. The price is \$44.95 plus \$2.50 for shipping. The address is Crystal Software, 635 Mackinaw, Calumet City, Ill. 60409. George Clark of Pointe Claire, Canada sent a French version of the Skyscape program that has a screen dump in it. He also sent an XB loader that allows him to load the assembly version I made. Plus he found a Commodore version of the same program. Their charts and ours matched exactly. I have ordered some programs from the TexComp fairware listing in Micropendium. I looked around on the BBS's and could not find them there so figured they may be worth the \$5 copy fee. If they are good I am planning on making a disk of the Summer (DOS) out of them. They are...An XB speech program, Yahtzee in assembly language, Animator99 from Germany, a c99 language disk, and a disk of games. I hope there will be enough goodies there to get a DOS.

I understand Bob's talk on his genealogy was excellent. I am not aware of any program scheduled for this meeting. If you have one you would like to show bring it. I will bring the Speecoder program shown in the March newsletter. So that will be a possibility if nothing else shows up. I have no real trivia this time but here is a profound thought for the month. The best thing about computers is that you can swear at them without feeling guilty. Mechanical things are too stupid to swear at but a computer should know better. Right?

DM1000- I paid for it only a few months ago and never received any instructions. To make up for this I have used a method I learned from my oldest son called press every key on the keyboard and see what happens. I can vouch for this method. I have found things I never would have found any other way I am sure. OK...I am presuming you have a reasonable knowledge of the program. First the files utilities screen- To protect and unprotect a file press the left arrow to get to that column and enter U or P. Enter A if you want to copy all the files. To change the printer name press Function 3. MOVE will copy a file and then erase it from the original disk. TYPE will display an ASCII file on the screen. PRINT will display the file and print it also. To RENAME a file press the right arrow and enter the new name. On the disk utilities screen choosing to catalog the disk and then pressing Function 7 will send the disk catalog to the printer. The rest are self explanatory I hope. If you want help with any of the rest give me a call.

One last thing I almost forgot. I had some trouble crashing my 500K card now and then. My wife uses the TI for word processing but she never had any problems. I thought it was a random power up problem and was ready to install a mod that Gary Bishop kindly gave me the info for when I got the card. Upon reading the instructions I found that it was really a power down problem and this explained a lot. My wife turns off the PE box first while I turn off the computer. Guess what? I do it her way now. Good luck so far.

EOF...J O Johnson..CR

PART ONE OF JIM'S ARTICLE APPEARED IN OUR APRIL, 1991 NEWSLETTER.

## PROGRAMMING MUSIC THE EASY WAY

### PART 2

by Jim Peterson

In Part 1 I showed you how to set up a musical scale to create notes, and how to merge in various little routines to create a variety of musical effects, but I didn't tell you how to figure out what numbers to put in between those GOSUBs. So, here is the little program that makes it all easy.

```
100 CALL CHAR(127,"000F080F0
868F870000F08080868F87000080
8080868F8700008080808689870"
): CALL CHAR(131,"000000000
0609070")
110 CALL CHAR(132,"0000120C4
83020400000221C0810200000201
0201030200000003CFF"); CALL
CHAR(136,"000000FF3C")
120 CALL CLEAR :: S#="GFEDCB
A" :: CALL CHAR(45,"00000000
FF"); A#=RPT$(S#,3):: FOR R
=2 TO 22 STEP 2 :: IF R=12 T
HEN 130 :: DISPLAY AT(R,1):R
PT$("-",28)
130 NEXT R :: CALL CHAR(98,"
0020202834242830")
140 FOR R=1 TO 21 :: DISPLAY
AT(R,1):SEG$(A#,R,1):: NEX
T R
150 DATA 127,127,128,128,129
,129,130,130,131,131
160 DATA 1/16,1/8,1/4,1/2,1/
1
170 FOR R=1 TO 20 STEP 2 ::
READ N :: DISPLAY AT(R,15):C
HR$(N):: NEXT R :: FOR R=3
TO 19 STEP 4 :: DISPLAY AT(R
,16):".": NEXT R
180 C=132 :: FOR R=1 TO 17 S
TEP 4 :: DISPLAY AT(R,17):CH
R$(C):: C=C+1 :: NEXT R
190 FOR R=1 TO 17 STEP 4 ::
READ M# :: DISPLAY AT(R,20):
M#:: NEXT R
200 DATA 35,33,32,30,28,27,2
5,23,21,20,18,16,15,13,11,9,
8,6,4,3,1
```

```
210 FOR R=1 TO 21 :: READ N
:: N#=N#&CHR$(N):: DISPLAY A
T(R,6):STR$(N):: NEXT R
220 G#="b" :: Z=-1 :: GOSUB
320 :: IF F=0 THEN 230 ELSE
GOSUB 330 :: GOTO 240
230 G#="#" :: Z=1 :: GOSUB 3
20 :: IF F<>0 THEN GOSUB 330
240 DISPLAY AT(24,1):"Shorte
st note? 1/" :: ACCEPT AT(24
,18)VALIDATE("12468")SIZE(2)
BEEP:L :: T#="1/"&STR$(L)::
RESTORE 160 :: FOR J=1 TO 5
:: READ L# :: IF L#=T# THEN
260
250 NEXT J :: GOTO 240
260 DISPLAY AT(24,1):"Is it
dotted? Y/N" :: ACCEPT AT(24
,19)VALIDATE("YN")SIZE(1):D#
:: D=1-(D#="Y")
270 T=-3+J*4
280 FOR R=T TO 19 STEP 4 ::
DISPLAY AT(R,11):STR$(D)::
DISPLAY AT(R+2,11):STR$(D*1.
5):: D=D*2 :: NEXT R
290 GOTO 360
300 FOR R=1 TO 20 STEP 2 ::
READ N :: DISPLAY AT(R,15):C
HR$(N):: NEXT N
310 GOTO 310
320 DISPLAY AT(24,1):"How ma
ny "&G#&" on upper scale?"
: ACCEPT AT(24,28)VALIDATE("
01234567")SIZE(1)BEEP:F :: R
ETURN
330 Y#="" :: FOR J=1 TO F ::
DISPLAY AT(24,1):"On which
letter?"
340 ACCEPT AT(24,18)VALIDATE
(S#)SIZE(1)BEEP:L# :: IF POS
(Y#,L#,1)<>0 THEN 340 ELSE Y
#=Y#&L#
350 S=1 :: FOR K=1 TO 3 :: P
=POS(A#,L#,S):: DISPLAY AT(P
,2):G#:: DISPLAY AT(P,6):ST
R$(ASC(SEG$(N#,P,1))+Z):: S
=P+1 :: NEXT K :: NEXT J ::
RETURN
360 OPEN #1:"PIO" :: FOR R=1
TO 22 :: FOR C=3 TO 30 :: C
ALL GCHAR(R,C,G):: CALL HCHA
R(R,C,30):: R#=R#&CHR$(G)::
NEXT C :: PRINT #1:R# :: R#="
" :: NEXT R :: STOP
```

Get yourself a piece of sheet music and compare it to the screen display from that program. You will see that music is written on two sets of 5 lines. The upper set is marked at the left end with something like a fancy script capital S; it is used to write the higher notes, including the melody, which a pianist plays with the right hand. The lower set, marked with a sort of a backward C, contains the low notes played with the left hand. Your sheet music probably has a wide space between the sets, to make room for the lyrics, but there are really only three notes between them.

The screen display shows letters at the left, which are not on the sheet music. Those are the names of the notes, which we will have to refer to a couple of times to get started; observe that the notes are named A through G and then repeated.

The numbers along the left side are the numbers you will key in to play those notes. However, the screen display is set up in the key of C, which is played entirely on the piano white keys. The sheet music you want to program from may be in a different key, so -

The computer is asking you how many there are of something that looks like a squashed lower case b - I guess that's why they call it a flat? It means that the note will be played a bit lower, on the black key just left of the white key - and we will program it one number lower. So, look next to that capital S and see how many flats there are. If none, type 0. Otherwise, the computer will ask which letters they are next to. Type them in, one at a time, and presto - the computer will put them on the staff and adjust the numbers accordingly.

If there were no flats, the computer will want to know if there are any sharps - those are what you get by typing a shift 3 on the keyboard, and they mean that the note is played on the black key above the white key, and is programmed one number higher.

Now, the computer needs some information in order to help you set up the length of your notes - how long they are sounded. The various notes are depicted at the right. A 1/16 note is a

little black egg with a stem (it may go up or down, makes no difference) and two flags on the stem. A 1/8 has only one flag and a 1/4 note has none. A 1/2 note is a hollow egg with a stem and a whole note has no stem.

Those little doodads to the right of the notes are rests, used to indicate a silent pause of the same length as that note - more on that later.

Look through your sheet music and find the shortest note. Tell the computer. It will want to know if any of those shortest notes are dotted - have a little dot to their right, as the screen display shows. A dotted note is played half again as long as normal.

Presto again, the computer will show you the duration number to key in for each note. Then, if you have a printer attached, it will print out an XBasic screen dump of that screen - you will have to squash your own b's and sketch in the notes and rests.

If your software library contains an assembly screen dump, delete that last program line and put in a CALL INIT, CALL LOAD and CALL LINK to get a better printout - or ask me for it. If you don't have a printer, why not copy those numbers right onto the corresponding lines and spaces on your sheet music, and number some of the notes.

Now we're ready to make music! Let's keep it simple at first, just a single note melody - and I hope you picked a simple piece of music. Clear the TI's brain with NEW, then merge in that line 100 scale from part 1 by MERGE DSK1.SCALE . In the same way, merge in one of those line 1000 CALL SOUND routines. Put in a temporary stopper line 999 STOP, and a line 110 D=200 to set the duration.

The melody is almost always on the upper set of 5 lines. If a note has 2 or 3 eggs on its stem, as they usually do, the upper one is the melody note - we will get into harmony later.

Start with line 110. Check your chart to see what number denotes the length of the first note - maybe 2, if so key in T=2 :: Then check to see what number applies to the position of the upper egg of that note. Maybe 22, so key in A=22 :: GOSUB 1000 Enter RUN, and if you've done everything



correctly, you will hear the note. You might decide already that you want to change that 200 in line 110.

Now for the second note. If it is of the same length as the first, you don't have to type anything - that's what makes this shorthand method so quick and easy. If the note position is also the same, you don't key that in either - just another GOSUB 1000.

If you have EZ-KEYS or another "hot keys" program, you can program a control key to put in the GOSUB 1000 with just one keypress - wish I had thought of that when I was programming music by the diskfull!

So keep plugging along, keying in durations and notes. After every half dozen notes or so, type RUN to see if everything sounds OK so far - it's easier to catch errors before they are too far back in the music.

You can get up to 5 screen lines on one line number, but you might better stick to 3 lines. You will note that the sets of notes are divided by vertical bars. You might program the notes between bars on a separate line, then add a ! followed by the words of the song that go with those notes - I find that a very good way to track down sour notes.

Regarding those bars - it might help you sometime to know this. At the beginning of the music, right after the big script S and the flats and sharps, you will see something like a 3 over a 4, or a 4 over a 4, or whatever - but often a symbol such as a barred C is used instead. A 3 over a 4, for instance, means that the notes between two of those bars will add up to 3/4 - might be three quarter notes, or two eighth notes and two quarter notes, or whatever, but they will add up to 3/4. Sometimes the very first notes will add up short, but in that case the very last ones will make up the difference.

The notes between those two bars make up a bar of music, and the emphasis is on the first note - for instance, that 3/4 is the 1-2-3, 1-2-3 beat of waltz time.

While you are keying in that music, you might come to one of those rests. You can just key in its T= value and then A=0 for a silent note. However, computer notes stop so abruptly that

somehow a rest just doesn't sound right, so I often just use the previous note instead.

You may come across one of those flat or sharp symbols next to a note in the music. Give the note a number 1 lower if a flat, one higher if a sharp, and the same for any subsequent occurrences of that note, until you find next to it a symbol that looks like the sharp sign with half its legs knocked off; that means to go back to normal. You might also come across that symbol to tell you to play a normally flat or sharp note as if it was not.

I think that covers all that you absolutely have to know for now, and I have horrified all serious students of music just about enough. There are all kinds of other squiggles on the sheet music but usually they are not essential in programming music.

There is one other time-saving shortcut that I should tell you about right now. Most music consists at least partly of musical phrases, of a series of notes, which are repeated two or more times within a melody. So, the first thing you should do before you start programming a song is to search through the music for such phrases.

If you find one, of more than a few notes, that is repeated elsewhere - and make sure it is repeated exactly the same - mark it off each place it occurs and label it 500. If you find a second repeating phrase, label it 600, and so on.

Then, when you start programming, start with line 500, key in that series of notes first, and end it with RETURN. If you have another phrase, put it in lines starting with 600, again ending with RETURN.

Now, start programming from the beginning of the song in line 120, but when you come to one of those phrases, just put in GOSUB 500 - the program will jump to that line number, play those notes, and come right back to where it was.

In Part 3, we will get into programming in 3-part harmony, bass notes, auto-chording, and all kinds of things.

FOR SALE: I have a Kantronics Hamsoft Interface that I wish to sell. It comes complete with RTTY/CW/ASCII Terminal Unit, Interface plug in, connecting cable, schematic, prom dump, manual, and a program I wrote to slash the zeros on the screen. Works great, and will demo if necessary to prospective purchasers. This Hamsoft interface displays on the TI screen Morse code, teletype used by hams, news copy, and other data transmitted on the short wave bands. You need some sort of receiver to make it operate, so for a short wave listener, the connection is simply to the speaker. For transmitting, you need a ham license and the proper radio. Asking \$75, but will trade or negotiate. Gary Bishop N00V 319-377-9574 after 5 PM weekdays; whenever weekends.

I have an IBM internal 2400 baud Hayes compatible modem I want to sell or trade. I am asking \$70 outright, or I will give it to you along with \$10 for an equivalent external modem, so I can use it on the TI. It has a bunch of time left on the factory 5 year warranty, and was recently reworked by Microcomputer Peripherals, the manufacturer, to the latest configuration. It stores phone numbers even when the power is removed, and has a speaker, so you can hear what is going on when you dial. Manual included. Gary Bishop 319-377-9574

Have you ever used any write protection tabs on your disks? We probably don't use them enough. I have gotten into the habit of making backups of my important software, and then applying the write protect tabs to the disks. Well, I notice that the tabs aren't necessarily the smoothest operating items around. If you don't attach them correctly, they hang up and bind on the sleeve when you put your disk back. Also, some are terribly difficult to remove. After removal, some "sticky" is left behind, making a mess when the disk is stuck inside its sleeve, or to the disk that was in front of it. Surely someone along the way must have come up with a better way to perform this job. Someone probably has, but the cost and complexity probably rendered that innovation worthless. A disk user's lament. If this sounds like some of Andy Rooney's whining, well, sometimes I think he has a point. -Gary Bishop

The following article is the best one I have seen about TIPS. Ed Machonis has outdone himself in the following review. It contains so much information, that I felt it should be published all at once, instead of several parts. Thanks to the QB Monitor for the article.

I have been toying with a new design for the newsletter header. Ours has served us well these last several years. I'm trying to make one up that can be printed directly from TI Writer. As it stands now, the front page has to be lined up with the preprinted page containing the header, and this causes some waste of paper, loss of time, and an occasional unhealthy utterance from the newsletter editor. With a header from TI Writer, the tractor feed paper is merely loaded into the printer, and the formatter can do its work. A much easier job. If you have any ideas about this, let me know. I will share a few of mine at the next meeting.

If you are on the distribution list for our exchange newsletters, I want to point out that your newsletter editor is the LAST one on the distribution list. This means that any good news, articles, and stories will be delayed to me, thus delaying any possible inclusion into your newsletter. If you receive the exchange newsletters, move them on as quickly as possible. A reasonable amount of time to hold on to them is a week, a month is unreasonable.



## TIPS 180

By RON WOLCOTT

Review By Ed Machonis

QB99'ers, Bayside, NY

TIPS 180? Ron Wolcott, the author, calls it V1.8, but I prefer TIPS 180. Why? Because it's 180 times better than any earlier version. There just aren't enough superlatives to describe this latest release. Ron has really done it this time. On a scale of 1 to 10, this program deserves at least an 18. But don't take my word for it, run out and beg, borrow or steal a copy and see for yourself. To make it easy, you'll find both single and double sided versions in our group library.

How do you describe 180 times better? I don't know where to begin, but I guess the beginning is generally as good a place to start as any. After loading the program, you are presented with the MAIN MENU screen.

### CHOOSE FOR MAIN MENU

LIST  
PROCESS  
READ  
END  
SELECT  
FONT  
GAP  
NOGAP  
DIRECT  
USE-SPOOL

<CONTROL 0123456SIVODURN>

D=1            ??  
F=?            FROM  
                 TO

The neat vertical menu makes menu selection a snap. To make it even snappier, menu selections are made with HOT keys. Merely press the first letter of the desired option and you're on your way! No need to type out the name of the option, no need to press ENTER, just press the initial letter and aaaaway we go! (Ron Wolcott thanks Earl Raguse for this one.)

On the 20th line of the screen, the HOT Control keys are displayed. These are additional options available to you by simultaneously pressing CONTROL and one of the displayed keys.

The HOT Controls afford a degree of Menu hopping, or more correctly, Menu bypassing. Should you want to change the image name, you would normally go to the PROCESS MENU by pressing P and selecting the Image option from that menu by pressing I. Pressing <Control I> will take you directly to the Image option, bypassing the PROCESS MENU; like an Express train bypassing the local stations. This CONTROL ? display will follow you from menu to menu, so that you can quickly access the HOT options from almost any part of the program.

The digits associated with the Control keys are for designating the primary color to be used with a color printer. The numbers correspond, I believe, with the print codes for the available colors on color printers such as the JX-80 and the NX-1000 Rainbow. You can now change colors from line to line with the press of a HOT Control key. Don't you now wish you had bought a color printer? I do!

That D=1 on the 22nd line, displays the level of Darkness in use. The default value 1 is displayed until a different level is selected. This corresponds to the number of passes the printer will make. The range is 1 to 4, and the level can be changed by selecting the Dark Option from the OTHER Menu. The two question marks on this line are holding a place for the image name which will be displayed there once it has been selected. Meanwhile they remind you that an image has not yet been selected.

On the next, or 23rd, line, F=? reminds you that a Font has not yet been loaded. Once selected, its number will be displayed in place of the question mark. The FROM will be followed by the name of the first image on the graphics file when it has been processed. TO on the last line will be followed by the last image name on said file. (Or the last name in a following file with the same prefix and on the same disk.)

Returning to the MAIN MENU, you will see some old faces and some new ones. This is actually the old horizontal menu displayed AFTER selecting an image drive and file prefix.

LIST is an old face with new makeup. Where in previous versions it listed to the printer, in a single column, all the image names on the current image disk, it will now print 4 image names on each line, resulting in a much nicer listing.



PROCESS is a follow up menu with the print/output program functions.

READ is a new kid on the block and a welcome one indeed. It will list to the screen all the filenames on a disk in a designated drive. In effect it's a catalog of the filenames only.

END is the way you should leave the program as it resets the printer to normal line spacing.

SELECT allows you to specify the drive number and two character filename prefix for processing graphic files. Use this option to load FN## and FT## files as you will not be prompted to specify an image name.

FONT enables selection of the desired FONTTIPS file. Two new fonts, 7 and 8, are included with this release. They are full fonts with a complete set of keyboard characters available. Very nice!

GAP and NOGAP are old friends to be used for inserting/not inserting space at each end of banner messages.

DIRECT You're gonna love this shiny new face. You can now DIRECT the program output either to printer or DISK! You can spool any of the program outputs to disk and call them up at any time and print multiple copies. Great for invitations, announcements, signs, often used labels, etc. It won't put the copy machines out of business, but when you need multiple copies of an item and the nearest copy machine is miles away and not available till Monday morning, you're gonna smile a Thank You Ron!

Be sure to include a Form Feed, FF, at the end of the Card or Poster spooled to disk so that multiple copies each begin on a new page. Also be sure to reDIRECT the output to printer when you are done spooling so that the file is properly closed. Ron NOTES that spooling creates very large files and setting Darkness to other than 1 multiplies this. A test Card I spooled, with Darkness=1, used up 112 sectors. (Ron thanks Deanna Sheridan for this idea.)

USE-SPOOL will call up files spooled to disk and send them to the printer. You will be asked for the number of copies desired and the name of the spooled file. Forgot it, huh? Now you know why Ron provided that READ function! If you would like to send special codes to your printer, these codes can be contained in a file on disk and called up and sent to the printer with USE-SPOOL. Files must be in a DV-250 format and the author has thoughtfully provided a program, TIPSCMND, to create them for you.

Using TIPSCMND is simplicity itself. If you will just RUN the program as it stands, and enter ITALICON at the prompt, it will write a file to DSK1 called ITALICON which, when called up with USE-SPOOL, will set your Epson printer in Italics mode. Edit Line 7 by pressing 7 and the down arrow. Cursor to the 52 and change it to 53. Press Enter then type RUN. At the filename prompt, enter ITALICOFF. Bingo! You've just created a file to turn Italics Off. Don't like writing to DSK1? Change DSK1 in line 6 to the drive of your choice.

Better yet, copy TIPSCMND onto a blank SSSD disk and name it LOAD. Run it and create all the print commands you think you will ever need, there will be room for 126 more files on the disk. Don't forget to include cancel commands for the different print codes. In less time than it took to write this paragraph, a lot less, I created a complete set of left margin commands from 0 to 70 in increments of 10. Whenever you need to control your printer, just insert the disk and USE-SPOOL. Don't worry about remembering the filenames, READ will display them for you.

Returning to the CONTROL Hot keys; CONTROL SIVODURN provide access to the following options:

<CONTROL S> is the equivalent of SELECT and enables you to call up a new image file for processing. Using this path is more desirable than pressing S for SELECT on the MAIN MENU as it also enables you to select an image name before returning you to the MAIN MENU.

<CONTROL I> corresponds to the IMAGE option on the PROCESS MENU and enables selection of a new image name within the range displayed at the bottom of the screen.





<CONTROL V> will display the current image on your screen and is a shortcut to the VIEW option on the PROCESS MENU.

<CONTROL O> will take you to the OTHER Menu described below.

<CONTROL D> accesses the DIRECT option described above.

<CONTROL U> enables the USE-SPOOL option described above.

<CONTROL R> is the same as the READ option described above.

<CONTROL N> will bring up the NEG-REV Sub-Menu described below.

As in the past, you can make all selections with either upper or lower case letters. Where necessary, the lower case is automatically changed to upper case, even for fonts that do not have lower case letters. User Friendly with a Capital U! When you make a selection from the menu, the message "FUNCTION x FOR MAIN MENU" will appear with the letter pressed replacing the "x". Don't be misled, as I was at first, that this is a way to return to the MAIN MENU. This is a reminder of the Function you have selected. (OF or FROM instead of FOR might be less confusing.) A similar message appears when Hot Control keys are invoked.

As you have just read, an awful lot has been packed into that first screen display. If you are going to use options other than Labels, this is a good time to select a font. (Labels use the printer's resident fonts.) If you wish to process an image at this point, use <CONTROL S>, otherwise press P for PROCESS.

In previous versions, selecting PROCESS led to a short horizontal menu from which, if an Image was selected and processed, you arrived at the following menu in horizontal form. The new pathways through the program seem a lot more flexible. Previously you could not reach this menu unless an image was processed, even if you just wanted to print a sign without any image or were returning after loading a new Font and were satisfied with the current image.

CHOOSE FOR PROCESS

- 1XART
- 2XART
- DSK
- +1 -1
- MSG
- VIEW
- PIC
- NEG/REV FFD
- REDO
- CARD
- SIGN
- IMAGE
- LABEL
- END



Lines 20 thru 24, as described for the MAIN MENU, follow along, as they also will for many sub-menus.

1XART 2XART enable conversion of TIPS images to Instances for use in other programs such as TI-Artist, etc. Sizes 1X and 2X are 11x14 and 22x24 respectively. Do not enter \_I as part of the filename.

DSK will search the image drive for the current prefix and request the image name from the range found. A quick way to process a new image file.

+1 -1 will either advance or back-up one image from the currently selected image. You can move to images further removed by repeated selection of this option.

MSG This and PIC are actually Banner functions. You will be asked to input a message and it will be printed in either Banner or Totem Pole fashion, as requested. The current Font will be used unless you have previously SELECTED an image file with an FN or FT prefix. In such cases you will be asked for a FONT CODE. This should be the number following the FN or FT prefix of the Font you wish to use. If you enter 0 the current FONTTIPS file is used

VIEW displays the current image on your screen in reduced size.

PIC prints a large image for Banners, with choice of Banner or Totem Pole style.



NEG/REV invokes the NEGATIVE/REVERSE Sub-Menu which will allow you to change negative images to positive and vice versa. It also provides the ability to reverse (mirror) the image so it faces in the other direction. These functions are now available for all print options. (This ability was requested by me and the author Thanks ME for the idea. It's the other way around Ron, THANK YOU!)

The rationale for this is that a label image should lead the eye into the text, Front Card Image lead into the open edge of the Card and Inside Card Image face the verse. (Perfectionism is a sickness!)

[Now if we could just flip the image upside down????? Hint, Hint. Then we could flip the image, print the Front card image right side up instead of upside down, roll back the paper, and print a different image along side with the Inside Card option. Enabling 2 smaller images, side by side on our posters.]

FFD will generate a Form Feed.

REDO returns you to the MAIN MENU.

CARD will take you to the CARD Sub-Menu with choices for FRONT, INSIDE, OTHER and EXIT. OTHER refers to the OTHER MENU discussed below. Both FRONT and INSIDE have their own sub-menus. Space does not permit a complete description of the Card option. Time and energy permitting, I hope to write separate articles in the future on how to make Cards, Labels, Posters, Banners, etc.

The bottom four screen lines have followed us to this sub-menu and it's time to talk about that 21st line, which up to now has remained blank. When using the FRONT or INSIDE Sub-Menus, it will successively display up to 6 functions as they are entered to help keep track of your entries.

As promised, this version is completely compatible with my RX-80 printer when using the Inside Card Option. Thanks Ron!

SIGN leads to the SIGN Sub-Menu where the options are HEAT, POSTER, OTHER and EXIT. the HEAT Sub-menu has most of the POSTER options except that everything is printed in mirror image so that a heat

transfer ribbon can be used to create iron-on messages and images on T shirts, etc. It does have an interesting option named 2IMAGES which will print the image twice, side by side in reduced size. There is no reason why you can't use this option with POSTER by temporarily changing sub-menus. If the mirror image is not suitable you can now reverse it with the NEG/REV menu available with CONTROL N. POSTER is used when you want to create the conventional sign. With 8 fonts and thousands of images, your imagination is your only limitation.

IMAGE will let you select a new image from the current image file. If the image you want is not on the current image file, you should invoke SELECT with CONTROL S instead of IMAGE.

LABEL is one of the most popular options of TIPS and has a brand new feature. You can now offset the print (in effect changing the left margin) by up to 45 spaces. Now you can spot label sized images all over your poster, well the left half anyway. Want to print on the right half? No problem. Call up a reset left margin command with USE-SPOOL. Say you change the left margin to 40, the offset will be added to this value so using an Offset of 25 will start your image at column 65. Don't forget to reset that left margin to zero when you are done.

When printing labels, just print one label and examine it to make sure the label is as desired, if so, Ron has provided a prompt for printing more labels. If a change is required, just enter 0 at the prompt and you will be returned to the beginning.

END provides a graceful exit from the program with a printer reset. Most of your operations will eventually return you to this menu. END here saves having to go back to the MAIN Menu with REDO in order to Exit.

This completes the description of the PROCESS menu. As you can see it is a very important menu, sort of a central nervous system, which enables you to access the different functions of TIPS. Before we leave the menus, we should take a look at the OTHER MENU. This is a sort of fine tuning menu which enhances the appearance of your masterpieces and is nearly always available at the touch of CONTROL O. It looks like this:



CHOOSE FOR OTHER

- FONT
- PCOLOR
- ZCOLOR
- OFFCOLOR
- DARK
- CONFIG
- ALTCOLOR
- BANRBIAS
- RETURN



The options with a COLOR suffix have not been tested by me and are only of interest to those who own color printers. Envy (GREEN) leads me to direct such owners to the Documentation for further information. (It might be prudent not to select OFFCOLOR option in the presence of mixed company.)

FONT allows changing FONT in mid-card or poster without hiking back to the main menu.

DARK controls the number of passes made by your printer and is great for using up those old weak ribbons. The range is 1 to 4.

CONFIG will allow you designate the drive or drives that will be used for FONT, ART (ARTist instances), VERSE (for Inside Card) and SPOOL. You can permanently configure your copy by editing Line 130. The numbers 1,1,1,1 at the end are the default drive numbers for ART, FONT, VERSE and SPOOL.

BANRBIAS permits centering the text on Banners with FT## and FN## files which are centered for text containing descenders and which may not be used in your message. The author thinks 4 might be a good value to use.

RETURN will get you to where you came from.

This completes a quick overview of the menus. Several sub-menus have not been described due to constraints on space and time. Everything about TIPS is BIG. It's a BIG program, 85 sectors with an assembly language 31 sector loader by Irwin Hott, which loads from Extended Basic. It does a lot of things and it does them well. As you can see by this description, it is all menu driven, all you have to do is respond to the prompts, select the images and enter the text.

Included with this release is a file named CSGD2TIPS. Like the name says, it

will convert your CSGD graphics, the ones with a /GR suffix, so they can be used with TIPS. You need two drives to run the program. First collect all your /GR graphics that you wish to convert on a separate disk, then RUN the program. You will need a blank formatted disk in Drive 2 to hold the TIPS file that is created. Naming convention for these files uses a 2 character prefix, the first one being the slant bar (/) as in /JAZ. You are prompted to enter the 2nd character of the prefix, the program will add the / and the AZTXT and AZXXX suffixes. This will enable import of TI oriented instances into the TIPS collections.

24 PIN PRINTERS

As noted in last month's Monitor, the Epson print commands for line spacing produce a different line spacing with 24 pin printers. Ron Wolcott has notified me that the published fix, while OK for labels, was not used by the Card option which requires a separate change.

The two places to change in Version 1.8 are Lines 1830 and 1910. As described last month, just change CHR\$(65) to CHR\$(51) and change CHR\$(08) to CHR\$(20) in each line.

To update last months fix:

In V1.7, V1.6 V1.6ER change Line 1560 as you did 1480; the trailing CHR\$(10) remains.

In V1.4 the additional line number to change is 1840.



THANK YOU RON WOLCOTT!

Although TIPS contains a Copyright notice, Ron Wolcott has made the program freely available to all. Not only that, he has continued to support it in a manner worthy of the McGovern's. This last update is so extensive that it probably took as much time as writing the program from scratch. When you consider that Ron earns his bread as a Mainframe programmer, an occupation prone to the "I'll-finish-it-up-at-home" syndrome, that he should make time to write and support TIPS for our TI-99 is nothing short of fabulous.

Ron prefers to maintain a low profile so he isn't doing it for fame, nor for money. And this presents a problem in letting him know how appreciative we all are for his efforts. So on behalf of all of us Ron, I say THANK YOU! THANK YOU! THANK YOU!

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**NEXT MEETING: TUESDAY  
JUNE 11, 1991 6:30 PM  
WEST MUSIC COMPANY, COLLINS RD.  
NORTH OF LINDALE MALL  
CEDAR RAPIDS  
PRESENTATION: SPEECODER  
PROGRAM, AND AN 80 COLUMN DEMO!**

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