

# KC 99'er

# CONNECTION



A KANSAS CITY PUBLICATION

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*****
* Volume 8 KC 99'er BBS 436-9074 Issue 2 *
*****
* << YOUR KANSAS CITY USER FRIENDLY GROUP >> *
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??
? 4A NEWS ?
?-----?
? HARWARE HACKERS DELIGHT!! - The ?
? Chicago TI99/4A Users group has ?
? assembled and reproduced a col- ?
? lection of 77 hardware articles ?
? on almost any topic you could ?
? imagine for the TI99/4A. The in- ?
? formation has been gleaned from ?
? users group newsletters from ?
? around the country. The articles ?
? cover a wide range of topics, ?
? from adding 32K or XBASIC, or ?
? Speech to the console to cleaning ?
? the module port. From the simple ?
? to the very complex. They are ?
? charging $6.00 for the paper and ?
? copying and around $4.00 for ?
? postage. That comes to around ?
? eight for a dollar, or 13 cents ?
? each. Their address is P.O. Box ?
? 578341, Chicago, Illinois 60657. ?
??

```

```

*****
$                               $
$           99 CLASSIFIEDS       $
$-----$
$ COMPUTER SWAP-N-SHOP $2.00/person $
$ Sunday, April 23, 1988 2-4:30pm $
$ Arthur Mag Center behind Midwest $
$ Research Institute, Rockhill Rd. $
$ & Volker Blvd., Kansas City, MO $
$ (913) 371-1092 evenings $
$                               $
*****

```

TIPS FROM THE TIGERCUB

#43

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TIGERCUB SUFFWAKE  
156 Collingwood Ave.  
Columbus, OH 43213

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

Over 120 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.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

TIGERCUB'S BEST, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, ACTION GAMES, REFLEX AND CONCENTRATION, MANEUVERING GAMES, TWO-PLAYER GAMES, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, KID'S GAMES, MORE GAMES WORD GAMES, VOCABULARY AND READING, ELEMENTARY MATH, MUSICAL EDUCATION, MIDDLE/HIGH SCHOOL MATH, KALEIDOSCOPIES AND DISPLAYS

NUTS & BOLTS DISKS

These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLs available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each.

NUTS & BOLTS No. 1 has 100 subprograms, a tutorial on using them, and 5pp. documentation.

NUTS & BOLTS No. 2 has 108 subprograms and 10 pp. of documentation.

NUTS & BOLTS No. 3 has 140 subprograms and 11pp. of documentation.

NOW JUST \$15 EACH, PPD.

TIPS FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS VOL. 1 contains 50 original programs and files from Tips newsletters Nos. 1 thru 14.

TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24.

TIPS VOL. 3 has ANOTHER 62 from Nos. 25 through 32.

TIPS VOL. 4 has 48 more from issues No. 33 through 41.

NOW, JUST \$10 EACH, PPD.

\*\*\*\*\*  
\* NOW READY \*  
\*TIPS VOL. 5 - Another\*  
\*49 programs and files\*  
\* from issues No. 42 -\*  
\* 50. Also \$10 ppd \*  
\*\*\*\*\*

TIGERCUB CARE DISKS

#1, #2, #3 and #4.

Full disks of text files (printer required).

No. 1 contains the Tips newsletters Nos.42 thru #45, etc.

No. 2 and No. 3 have articles mostly on ExBasic programming.

No. 4 contains Tips newsletters Nos. 46-52.

These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

If you have as much trouble as I do, trying to get the strip labels lined up in the printer, you'll like this one -

```
100 DISPLAY AT(4,7)ERASE
ALL:"TIGERCUB LABELER":
: : : "This label maker
will allow":"you to spe
cify different":"printer
codes for each line"
110 DISPLAY AT(11,1):"of
a 5-line label.": : : "
You may stop the program
":"while labels are prin
ting":"by pressing any k
ey, turn"
```

```

120 DISPLAY AT(17,1):"of
f the printer to adjust"
:"the labels, turn it ba
ck on,": "and press any k
ey to con-": "tinue print
ing."
130 DISPLAY AT(23,1):"Pr
inter designation?": "PID
" :: ACCEPT AT(24,1)SIZE
(-28)BEEP:PR$ :: OPEN #1
:PR$ :: P$,E$,DS$,CEN$="
Y" :: DW$,I$,SS$,U$="N"
:: P=1
140 CALL CHAR(95,"FF")
150 FOR J=1 TO 5 :: CALL
KEY(3,K,S)
160 DISPLAY AT(2,1)ERASE
ALL:"Line #":J;" - PRIN
T? "&P$ :: CALL QUERY(2,
20,F$):: IF P$="N" THEN
L$(J)=" " :: GOTO 360
170 IF J>1 THEN DISPLAY
AT(4,1):"Change codes? N
" :: CALL QUERY(4,15,Q$)
:: IF Q$="N" THEN 300
180 DISPLAY AT(4,1):"Pri
nt pitch? ":P:" (1)pica"
:" (2)elite": " (3)conden
sed" :: ACCEPT AT(4,15)S
IZE(-1)VALIDATE("123"):P
190 CI=(P=1)*-10+(P=2)*-
12+(P=3)*-17 :: L$(J)=CH
R$(27)&"B"&CHR$(P):: DIS
PLAY AT(5,1):"";"";""
200 DISPLAY AT(6,1):"Dou
ble width? "&DW$ :: CALL
QUERY(6,15,DW$):: IF DW
$="Y" THEN CI=CI/2 :: L$
(J)=L$(J)&CHR$(14)ELSE L
$(J)=L$(J)&CHR$(20)
210 DISPLAY AT(8,1):"Ita
lics? "&I$ :: CALL QUERY
(8,10,I$):: IF I$="Y" TH
EN L$(J)=L$(J)&CHR$(27)&
"4" ELSE L$(J)=L$(J)&CHR
$(27)&"5"
220 DISPLAY AT(10,1):"Su
perscript? "&SS$ :: CALL
QUERY(10,14,SS$):: IF S
S$="Y" THEN L$(J)=L$(J)&
CHR$(27)&CHR$(83)&CHR$(0
)ELSE L$(J)=L$(J)&CHR$(2
7)&CHR$(84)
230 IF SS$="Y" THEN 250
240 DISPLAY AT(12,1):"Do
uble-strike? "&DS$ :: CA
LL QUERY(12,16,DS$):: IF
DS$="Y" THEN L$(J)=L$(J
)&CHR$(27)&"G" ELSE L$(J
)=L$(J)&CHR$(27)&"H"

```

```

250 IF P<>1 OR SS$="Y" T
HEN 270 :: DISPLAY AT(14
,1):"Emphasized? "&E$ ::
CALL QUERY(14,13,E$)
260 IF E$="Y" THEN L$(J)
=L$(J)&CHR$(27)&"E" ELSE
L$(J)=L$(J)&CHR$(27)&"F
"
270 DISPLAY AT(16,1):"Un
derline? "&U$ :: CALL QU
ERY(16,12,U$)
280 IF U$="N" THEN L$(J)
=L$(J)&CHR$(27)&CHR$(45)
&CHR$(0)
290 DISPLAY AT(18,1):"Ce
nter text? Y" :: CALL QU
ERY(18,14,CEN$)
300 DISPLAY AT(18,1):"Ty
pe line":J;" . Enter each
": "screen line, enter ag
ain": "when done." :: DIS
PLAY AT(22,1):RPT$("_",I
NT(CI*3.5)):: R=21 :: CA
LL KEY(5,K,S)
310 ACCEPT AT(R,1):M$ ::
IF M$="" THEN 320 :: A$
=A$&M$ :: R=R+1 :: GOTO
310
320 IF LEN(A$)>INT(CI*3.
5)THEN DISPLAY AT(16,1):
"LINE TOO LONG!" :: CALL
SOUND(300,110,0,-4,0)::
A$="" :: R=21 :: GOTO 3
10
330 L=LEN(A$):: IF U$="Y
" THEN A$=CHR$(27)&CHR$(
45)&CHR$(1)&A$&CHR$(27)&
CHR$(45)&CHR$(0)
340 IF CEN$="Y" THEN A$=
RPT$("_", (INT(CI*3.5)-L
)/2)&A$
350 L$(J)=L$(J)&A$ :: A$
=""
360 NEXT J
370 DISPLAY AT(12,1)ERAS
E ALL:"Print how many?"
:: ACCEPT AT(12,17):N
380 FOR J=1 TO N :: FOR
K=1 TO 6 :: PRINT #1:L$(
K):: NEXT K
390 CALL KEY(0,K,S):: IF
S=0 THEN 410 ELSE CLOSE
#1
400 CALL KEY(0,K1,S1)::
IF S1<1 THEN 400 ELSE OF
EN #1:PR$
410 NEXT J
420 DISPLAY AT(12,8)ERAS
E ALL:"Another? " :: CALL
QUERY(12,17,Q$):: IF Q$

```

```

="N" THEN STOP ELSE 150
430 SUB QUERY(R,C,Q$)::
ACCEPT AT(R,C)SIZE(-1)VA
LIDATE("VN")BEEP:Q$ :: S
UBEND

```

More peculiarities of the TI computer -

```

90 CALL CLEAR :: PRINT T
AB(7);"SPRITE PUZZLE #1"
:" from Tigercub"
100 PRINT "A non-existen
t sprite can be": "create
d by CALL MOTION.": "It
apparently starts in"
110 PRINT "dot-row 1, do
t-column 1, and": "has co
lor 1, but its pattern":
"is not that of any ASCI
I!"
120 !by Jim Peterson
130 FOR CH=0 TO 255 :: P
RINT CHR$(CH):: NEXT CH
135 PRINT "CALL MOTION(#
1,5,5):: CALL COLOR(#1,1
6):: CALL MAGNIFY(4)"
140 CALL MOTION(#1,5,5):
: CALL COLOR(#1,16):: CA
LL MAGNIFY(4)
150 GOTO 150

```

And another -

```

100 DISPLAY AT(3,5)ERASE
ALL:"SPRITE PUZZLE #2":
:" from Tigercub"
110 DISPLAY AT(7,1):"Non
-existent sprites can be
": "created by CALL COLOR
.": "Their existence ca
n be con-"
120 DISPLAY AT(11,1):"fi
rmed by CALL COINC, but"
:"CALL POSITION reports
that": "they have no posi
tion!"
130 CALL COLOR(#1,16)::
CALL COLOR(#2,16)
140 CALL COINC(#1,#2,1,X
):: DISPLAY AT(15,1):"CO
INC #1,#2=";X :: CALL PO
SITION(#1,X,Y)
150 CALL POSITION(#1,X,Y
):: DISPLAY AT(17,1):"PO
SITION #1=";X;Y
160 CALL POSITION(#2,X,Y
):: DISPLAY AT(19,1):"PO
SITION #2=";X;Y
170 IF FLAG=1 THEN 140 :

```

```

: FLAG=1
180 DISPLAY AT(21,1):"PRESS ANY KEY"
190 CALL KEY(0,K,S):: IF
S=0 THEN DISPLAY AT(21,
1):"press any key" :: GO
TO 180
200 DISPLAY AT(21,1):"Un
til they're set in motio
n!"
210 CALL MOTION(#1,5,5):
: CALL MOTION(#2,-5,-5):
: GOTO 150

```

If you have the Speech Synthesizer, Terminal Emulator II, and a pre-schooler in the house, this will help him to grasp the idea of spelling as well as letter recognition and keyboard familiarization -

```

100 REM PRE-PELLER BY
JIM PETERSON
110 REM TI BASIC WITH T
ERMINAL EMULATOR II AND
SPEECH SYNTHESIZER
120 CALL CLEAR
130 DIM M$(100),S$(100)
140 OPEN #1:"SPEECH",OUT
PUT
150 PRINT " PRE-S
PELLER":::::
160 PRINT "TYPE WORDS TO
PRACTICE"::"TYPE 'END'
WHEN FINISHED"
170 X=X+1
180 INPUT M$(X)
190 IF M$(X)="END" THEN
380
200 PRINT #1:M$(X)
210 PRINT "PRONUNCIATION
OK? (Y/N)"
220 CALL KEY(3,K,S)
230 IF S<1 THEN 220
240 IF K=78 THEN 280
250 IF K<>89 THEN 220
260 S$(X)=M$(X)
270 GOTO 170
280 PRINT "TRY SPELLING
PHONETICALLY"
290 INPUT S$(X)
300 PRINT #1:S$(X)
310 PRINT "PRONUNCIATION
OK? (Y/N)"
320 CALL KEY(3,K,S)
330 IF S<1 THEN 320

```

```

340 IF K=89 THEN 170
350 IF K<>78 THEN 320
360 PRINT "TRY AGAIN"
370 GOTO 290
380 CALL CLEAR
390 FOR J=1 TO X-1
400 PRINT #1:"CAN YOU SP
ELL THIS?"
410 FOR A=1 TO LEN(M$(J)
)
420 CALL HCHAR(12,8+A,AS
C(SEG$(M$(J),A,1)))
430 NEXT A
440 FOR B=1 TO LEN(M$(J)
)
450 CALL KEY(3,K,S)
460 IF (S<1)+(K=32)THEN
450
470 IF K=ASC(SEG$(M$(J),
B,1))THEN 500
480 GOSUB 640
490 GOTO 450
500 C$=C$&CHR$(K)
510 CALL HCHAR(14,8+B,K)
520 NEXT B
530 IF C$<>M$(J)THEN 640
540 PRINT #1:S$(J)
550 FOR D=1 TO 500
560 NEXT D
570 PRINT #1:"VEREE GOOD
"
580 FOR D=1 TO 500
590 NEXT D
600 C$=""
610 CALL HCHAR(12,1,32,1
00)
620 NEXT J
630 GOTO 390
640 PRINT #1:"NO THAT IS
NOT RIGHT"
650 PRINT #1:"TRY AGAIN"
660 RETURN

```

And, a simple little game that is a bit different than any I've seen -

```

100 !FORMATION by Jim Pe
terson - use the S and D
keys
110 CALL CLEAR :: CALL C
HAR(100,"381010FEFE38381
0103838FEFE10103838")::
CALL SCREEN(5):: CALL MA
GNIFY(2):: RANDOMIZE
120 V,W,P=0 :: FOR J=1 T
O 7 :: CALL SPRITE(#J,10
0,7,1,250*RND+1,10,4)::
FOR D=1 TO 100 :: NEXT D

```

```

:: NEXT J :: CALL SPRIT
E(#11,101,16,160,128)
130 CALL KEY(3,K,S):: W=
W+1 :: IF W=150 THEN 170
ELSE IF W=300 THEN 180
ELSE IF K=68 THEN V=V+2+
(V>125)*2 ELSE IF K=83 T
HEN V=V-2-(V<125)*2
140 IF P=0 THEN CALL MOT
ION(#11,0,V)ELSE IF P=1
THEN CALL MOTION(#11,0,V
,#12,0,V)ELSE CALL MOTI
N(#11,0,V,#12,0,V,#13,0,
V)
150 CALL COINC(ALL,A)::
IF A=0 THEN 130
160 CALL SOUND(1000,-4,0
):: H=MAX(H,W):: DISPLAY
AT(23,1):"SCORE";W:"HIG
H SCORE";H :: CALL DELSP
RITE(ALL):: GOTO 120
170 P=1 :: CALL POSITION
(#11,R,C):: CALL SPRITE(
#12,101,16,160,C-40-(C<4
0)*256):: GOTO 140
180 P=2 :: CALL POSITION
(#11,R,C):: CALL SPRITE(
#13,101,16,160,C+40+(C>2
16)*256):: GOTO 140

```

If you can't figure out where all the money goes, this may be an eye-opener -

```

100 DISPLAY ERASE ALL AT
(3,5):"THE COST OF CREDI
T" ! by Jim Peterson
110 S,T,X=0 :: DISPLAY A
T(8,1):"AMOUNT OF PURCHA
SE?" :: ACCEPT AT(8,21):
A :: B,T=A :: DISPLAY AT
(10,1):"CREDIT CARD INTE
REST RATE?" :: ACCEPT AT
(11,1):R
120 DISPLAY AT(13,1):"SA
VINGS ACCOUNT INT. RATE?
" :: ACCEPT AT(14,1):SR
130 X=X+1 :: I=B*R/100/1
2 :: B=B+I :: T=T+I :: P
=B/10 :: B=B-P :: S=S+P+
S*SR/100/12 :: IF SKA TH
EN 130
140 D$="$"&STR$(INT((T-A
+S-A+.5)*100)/100)
150 DISPLAY AT(17,1):"If
you had saved the amoun
t":"of your minimum 10%
of the":"balance credit
card payment":"each mont

```

```

h for";X;"months,"      10 !TURNS ALL NUMERALS A 4,38,0,2,0,8,17,2,1,63,3
160 DISPLAY AT(21,1):"an ND PUNCTUATION WHITE! BY 6,2,2,0,3,4,32,32,36,2,2
d used it to pay cash, y HARRY WILHELM IN TWIN T 24,131,192,3,128)
ou": "would have saved "; Iers UG NEWSLETTER 120 CALL LOAD(16164,240,
D$ :: GOTO 110           20 !TURN IT OFF BY CALL 240,240)
                          LOAD(-31804,0)::TURN IT 130 CALL LOAD(-31804,63)
                          ON BY CALL LOAD(-31804,6
                          3)
                          100 CALL INIT
                          110 CALL LOAD(16128,2,22
                          Memory full
                          Jim Peterson

```

**THE COMPUTER WIDOW  
Surviving Widowhood**

Semi-single life (willing or not) gives you a golden opportunity. Now you can do all those things your Pute-aholic would never do. Before you sign up for that "Learn to Knit Car Seat Covers" class, I'd recommend learning the new rules of your home.

In order to save other C.W.s the agony of discovering them, I've listed a few of the more important ones below.

(1). NEVER dust the computer. Accidentally spraying an open disc drive with Pledge causes severe apoplexy in the user.

(2). Wiping the adjust buttons on the monitor creates squiggly lines on the screen. This will cause your user to spend hours trying to "de-bug" a program. (Great revenge tactic!!)

(3). No matter how bad they get, NEVER, NEVER, spray the computer for cockroaches. This creates severe withdrawal symptoms in your user when the computer is sent out for repairs.

(4). Don't throw anything away! That sales slip covered with what looks like a list of curse words from the comics, is in reality, the first line of a program for stopping world hunger.

(5). Even if it has been three days since your users has eaten, don't bring him food! When his shaking hands drop a tuna sandwich on the keyboard, you might as well as start

packing, he'll never forgive you.

(6). Never tell him anything important while he's "puteing"! He won't remember it and he'll never believe that you really told him.

(7). Never attach a loose disc to the machine with a kitchen magnet. If you do this, try not to laugh too hard when he begins screaming in panic over his "lost" programs.

(8). Don't allow the cat to sleep on the keyboard. Cat hair can gum up a keyboard almost as fast as Pledge.

(9). Don't put his discs in a three ring binder by punching holes in them. (This is also a packing offense.)

(10). Invest in a comfortable sofa and set it up in the computer room. (It's for you!!)

Now get out there and enjoy those classes!!

See ya next month!! Annette Davies

Reprint from the Rocky Mountain 99ers

```

*****
$
$          KC 99er BBS          $
$
$          300/1200/2400 baud   $
$
$          24 hours             $
$
$          Gary Burns - Sysop   $
$
*****

```

THE BLOODBANK

Walter H. Blood
2032 North 32nd Street
Kansas City, Kansas 66104
MARCH 1989

```
*****
100 ! BRAIN GAMES #1
110 ! Basic code written by
120 ! Walter H. Blood
130 ! from the book written by
140 ! Will Shortz and published by
150 ! Simon and Schuster 1979
160 !
170 ! INITIALIZATION
180 !
190 DIM P$(5),A$(26),Q$(26),R$(6),C$(
26)
200 DEF PU=P+1+5*(P=5):: DEF PD=P-1-5
*(P=1)
210 CALL CHAR(42,RPT$("F",16))
220 FOR I=1 TO 5 :: READ P$(I):: NEXT
I :: D#=RPT$("-",28)
230 DATA PART 1: 20% OF GAME,PART 2:
32% OF GAME,PART 3: 10% OF GAME,PA
RT 4: 24% OF GAME,PART 5: 14% OF GA
ME
240 FOR I=1 TO 10 :: A$(I)=RPT$("_",8
):: READ Q$(I):: NEXT I
250 DATA " 1. ON NC LU HE"," 2. SY RE
CA MO"," 3. SN OM MI ER"," 4. LA BR
UM EL"," 5. ST AM ET HY"
260 DATA " 6. RI CH EN ST"," 7. AP ND
IC HA"," 8. DO NU IN EN"," 9. YA NE
RD VI"," 10. AN IS CE NU"
270 FOR I=11 TO 18 :: READ A$(I),Q$(I
):: A$(I)=RPT$("_",4)&A$(I):: NEXT I
280 DATA mber,Garden product,cry,Form
of teasing,bedient,Not minding,ad,Sc
an 4 more data
290 DATA fy,Animate,ver,Breakfast far
e,le,Eavesdropper,nto,Souvenir
300 FOR I=21 TO 26 :: READ Q$(I),R$(I
-20):: A$(I)=RPT$(" ",18):: NEXT I ::
R$(I)=R$(I)&RPT$(" ",26)&"himself"
310 DATA 1. Why is a baker a most
improvident person?.Because he is con
tinually selling that which he
320 DATA 2. Why is a four-quart jug
like a lady's sidesaddle?.Because it
holds a
330 DATA 3. Why can you never expect
a fishmonger to be generous?.Because
his business makes him
340 DATA 4. Why had Eve no fear of
the measles?.Because she'd
350 DATA 5. Why are birds melancholy
in the morning?.Because their bills a
re all over
360 DATA 6. How do you know that the
```

```
dove is cautious?.Because it minds it
s peas and
370 A$(19)="E___IGHT" :: A$(20)=RPT$(
" ",7)
380 !
390 ! CONTROL LOOP
400 !
410 GOSUB 620 :: IF B#="Y" THEN GOSUB
850
420 GOSUB 1100 :: P=1
430 ON P GOSUB 490,720,990,1210,1660,
1350,450
440 GOTO 430
450 END
460 !
470 ! PART 1
480 !
490 GOSUB 2180 :: DISPLAY AT(4,2):"Re
arrange the pairs of let-":"ters to f
orm an eight-letterword. Do NOT rear
range let-"
500 DISPLAY AT(7,1):"ters within a pa
ir. 2 pts ea":D#:"Example:":TAB(6);"G
R LD AM KI kilogram"
510 FOR I=1 TO 10 :: DISPLAY AT(I+10,
2):Q$(I);TAB(20);A$(I):: NEXT I :: GO
SUB 2150 :: GOSUB 2160 :: L=11 :: C=2
2
520 IF T#="Y" THEN GOSUB 2070 :: IF T
>44 THEN 560
530 GOSUB 2190 :: ON KY-11 GOTO 540,5
50,560,570,580
540 P=PU :: RETURN
550 L=L+1+10*(L=20):: GOTO 520
560 P=6 :: RETURN
570 P=PD :: RETURN
580 GOSUB 2140 :: ACCEPT AT(L,C-2)SIZ
E(-8)VALIDATE(UALPHA):B# :: A$(L-10)=
B# :: GOSUB 2160 :: GOTO 550
590 !
600 ! TITLE SCREEN
610 !
620 DISPLAY AT(1,4)ERASE ALL:"*** **
* ** * * * * * * * * * * * * * *
** * ":" * * * * * * * * * * * * *
*** *** **** * *****"
630 DISPLAY AT(5,4):"* * ** * * *
* ** ":" * * * * * * * * * * * * *
*** * * * * * * * * * *
640 DISPLAY AT(9,3):"*** ** * * *
*** **":" * * * * * * * * * * * *
* * * * * * * * * * * * * * * *
** * * * * * * * * * * * * * *
650 DISPLAY AT(13,1):" * * * * *
* * * * * * * * * * * * * * *
* ** * * * * * * * * * * * * *
660 DISPLAY AT(17,4):"Mind-Boggling P
uzzles":;;;RPT$("_",28)
670 DISPLAY AT(21,2):"From the book o
f the same":"name written by WILL SHO
```

```

RTZ Published 1979": by Sim
on and Schuster"
680 DISPLAY AT(19,4):"INSTRUCTIONS (Y
/N)? Y" :: ACCEPT AT(19,24)SIZE(-1)VA
LIDATE("YN"):B$ :: RETURN
690 !
700 ! PART 2
710 !
720 GOSUB 2180 :: DISPLAY AT(4,1):"Ei
ght words here are missing their begin
nings. Each": "beginning consists of
a pair"
730 DISPLAY AT(7,1):"of letters writt
en twice. Clues are provided. 4 pts
ea":D$: "Example": "BOBQlink Songb
ird"
740 FOR I=11 TO 18 :: DISPLAY AT(I+1,
1):A$(I);TAB(13);Q$(I):: NEXT I :: GO
SUB 2150 :: GOSUB 2160 :: L=12 :: C=3
750 IF T$="Y" THEN GOSUB 2070 :: IF T
>44 THEN 790
760 GOSUB 2190 :: ON KY-11 GOTO 770,7
80,790,800,810
770 P=PU :: RETURN
780 L=L+1+8*(L=19):: GOTO 750
790 P=6 :: RETURN
800 P=PD :: RETURN
810 GOSUB 2140 :: ACCEPT AT(L,C-2)SIZ
E(-4)VALIDATE(UALPHA):B$ :: A$(L-1)=B
$&SEG$(A$(L-1),5,7):: GOSUB 2160 :: G
OTO 780
820 !
830 ! INSTRUCTIONS
840 !
850 GOSUB 950 :: DISPLAY AT(5,3):"BRA
IN GAMES is for people": "who love to
play with words, eager to discover a h
idden"
860 DISPLAY AT(8,1):"term, or a doubl
e meaning, or a striking combination
of letters.": "You have five pu
zzles to"
870 DISPLAY AT(13,1):"be solved in a
given time. You may play without the
": "timer. Depending on your score
you will rated:"
880 DISPLAY AT(18,1):TAB(9);"" "Good""
":TAB(9);"" "Superior""":TAB(9);"" "Exc
eptional""":TAB(9);"" "Genius""" :: GO
SUB 2230
890 GOSUB 950 :: DISPLAY AT(3,1):"Rea
d directions carefully, work at a st
eady pace, and solve as many of the
puzzles"
900 DISPLAY AT(6,1):"as you can. If
a problem stumps you, move on to":
another and return later."
910 DISPLAY AT(10,1):"The puzzles in
BRAIN GAMES are a challenge of wits
and are designed to be solved witho

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ut the use of reference"
920 DISPLAY AT(14,1):"books. Answers
are common words and phrases.": "I
f puzzling and playing with words are
two of your loves,"
930 DISPLAY AT(19,1):"you have come t
o the right place. Enjoy the challe
nge. In BRAIN GAMES, each answer is a
word to the wise."
940 GOSUB 2230 :: RETURN
950 DISPLAY AT(1,9)ERASE ALL:"BRAIN
GAMES":TAB(9);"===== " :: RETUR
N
960 !
970 ! PART 3
980 !
990 GOSUB 2180 :: DISPLAY AT(4,1):"Wh
at three-letter word can go in the b
lank to complete an eight-letter word
reading"
1000 DISPLAY AT(7,1):"across? 10 poi
nts":D$ :: DISPLAY AT(12,11):A$(19)::
GOSUB 2160 :: L=12 :: C=14
1010 IF T$="Y" THEN GOSUB 2070 :: IF
T>44 THEN 1040
1020 GOSUB 2190 :: ON KY-11 GOTO 1030
,1010,1040,1050,1060
1030 P=PU :: RETURN
1040 P=6 :: RETURN
1050 P=PD :: RETURN
1060 GOSUB 2140 :: GOSUB 2170 :: ACCE
PT AT(L,C-2)SIZE(-3)VALIDATE(UALPHA):
B$ :: A$(19)="E"&B$&"IGHT" :: GOTO 10
30
1070 !
1080 ! BEGIN GAME
1090 !
1100 GOSUB 2250 :: DISPLAY AT(5,11):"
GAME: 1": "":TAB(3);RPT$("=",23)
1110 DISPLAY AT(8,10):"MAXIMUM MAXIM
UN": " PART SCORE TIME": " ----
- - - - -":TAB(5);"1";TAB(1
3);"20"
1120 DISPLAY AT(12,5):"2";TAB(13);"32
":TAB(5);"3";TAB(13);"10 45 min.":
TAB(5);"4";TAB(13);"24":TAB(5);"5";TA
B(13);"14":TAB(12);"----"
1130 DISPLAY AT(17,3):"Total 100":
TAB(12);"=== " :: DISPLAY AT(24,1):"Pr
ogrammed by Walter H Blood"
1140 DISPLAY AT(20,7):"Enter your nam
e": " :: ACCEPT AT(21,1)SIZE(28)VALIDAT
E(UALPHA)BEEP:N$ :: CALL HCHAR(20,1,3
2,64)
1150 DISPLAY AT(20,1):"Will you use t
he timer? Y" :: ACCEPT AT(20,25)SIZE(
-1)VALIDATE("YN")BEEP:T$
1160 IF T$="Y" THEN GOSUB 1790
1170 RETURN
[to be continued next month]

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COMING EVENTS

General meeting - - - March 12th

Arthur Mag Center behind MRI
2pm Rockhill Road & Volker Blvd.
Kansas City, Missouri

Basic language workshp - March 26

Arthur Mag Center behind MRI
2pm Rockhill Road & Volker Blvd.
Kansas City, Missouri

Flea market and swap - March 19

Constitution Convention Ctr.
5th & Minnesota Avenue
10am Kansas City, Kansas

4pm Buy-sell-trade, new-used
Admission \$3.00
infomation (913)262-2527

T.I.C.O.F.F. '89 - - - - March 18

Roselle Park High School
9am Exit 137, Garden State Prkwy

4pm Bob Guellnitz, Prg. Coordin.
Roselle Park High School
185 West Webster Avenue
Roselle Park, NJ 07204

(201) 241-4550 ext. 244

KC 99er SWAP-N-SHOP - - April 23

Arthur Mag Center behind MRI
Rockhill Road & Volker Blvd.
2pm Kansas City, Missouri

5pm KC 99ER Users Group
P. O. Box 12591
North Kansas City, MO 64105

BBS (816)436-9074

Multi User Group Conf. - - May 20

Reed Hall/Student Activities
Building, Ohio State Univer.
Lima, Ohio

Lima Users Group
P. O. Box 647
Venedocia, Ohio 45894

MEETING NOTES

February General meeting -
We passed out posters and handout
flyers for the April Swap-N-Shop.
The question of whether we would
continue a refreshment (cookies,
coffee, & soft drinks) table for
Swap-N-Shop was discussed with a
decision to do it on a volunteer
basis.

The public domain offer by
Tigercub Software was shared
and several members indicated an
interest in placing orders. Walt
Blood will try to maintain a file
on what each of us has ordered &
should be contacted before order-
ing so that we don't duplicate
orders.

Frank Hatton does geneology
work with the TI99/4A and asked
if anyone could help him to use
a disk sort from a basic program
with a data file disk he uses for
geneological records. We bounced
it around for a while but I'm not
sure we found an answer which he
will be able to implement without
additional help.

Our demonstration was BROWSE
by J. Peter Hoddie and was provi-
ded by Tom Stepaniak. After a
short break we began a new series
of Basic language workshops to be
led by Walter Blood.

February Basic language - We
picked up where we left off at
the general meeting. Several of
us brought a console and monitor
or TV so that the examples could
be actually be tried by several
persons at the same time and any
differences in results could be
examined and explained as part of
the workshop.

Does anyone out there know if
there is an adapter available (&
its cost) that will allow the use
of the TRS-80 monitor with the
99/4A. Write the editor please.



## TI-PD CATALOG

Tigercub Software  
156 Collinwood Avenue  
Columbus, OH 43213

During the past 7 years, a great many programmers have contributed a wealth of material to the public domain. Unfortunately, most of these programs have not been available to most TI users. Few user groups have really large public domain libraries, and even these are usually cataloged only by alphabetized abbreviated filenames. The more isolated users have even less access.

I have therefore decided to make the contents of my public domain library available to the TI world, at a copying fee so low that I hope no one will think I am unfairly profiting from the work of others (and I think you will note, in the TI-PD catalog, that I have probably contributed more to the public domain than anyone else!), but if any author objects to my distributing his work I will certainly stop. My catalog contains the author's name for each program, when available, both in order to give due credit and to aid in distinguishing between programs of the same name. Regrettably, many of the IIG programs distributed by Amnion have had the author's name deleted.

Fairware authors may reasonably object to anyone charging to distribute their work. I will therefore not offer any fairware unless I receive the author's express permission. I will not offer anything which bears a copyright notice unless I have definite information that the copyright has been abandoned or was not intended to preclude distribution. It is entirely possible that I may have obtained programs from which a copyright or fairware notice had been deleted, and I would appreciate being informed of any such in my catalog.

I have gone through my library of public domain programs and selected enough of the better ones to fill

over 200 disks, arranged by category. Each SS/SD disk contains as many programs as I could fit onto it, if I had enough programs of that category - the number of filled sectors on a disk is indicated in parentheses. All Basic-only programs have been converted to run in Xbasic (except those which use the TEII speech), and an Xbasic loader has provided for assembly programs whenever possible. Each disk has been provided with an autoloader by full program name, not filename.

I have added instructions to a good many of the programs, and corrected any bugs I noticed, but I cannot guarantee them in any way, and cannot offer to provide instructions, correct bugs, or make modifications. I will of course replace any bad loads, and would appreciate being informed of any program which has serious flaws.

This public domain is offered only as a copying service, not as a sale of computer software, and I take no responsibility other than providing a copy equal to the original.

If I receive a worthwhile response to this offer, I will be adding more public domain and asking fairware authors if they want me to distribute their products. I am always willing to exchange for worthwhile public domain which is not in my catalog, and am particularly interested in getting educational software above the primary level.

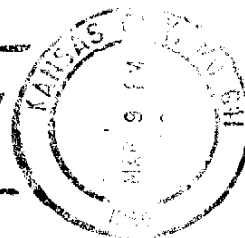
The TI-PD disks will be available for \$1.50 each POSTPAID in the U.S. and Canada (\$2 overseas by airmail). Send SASE for list or \$1 (refundable on first order) for 9-page catalog listing all titles and authors. Be sure to specify TI-PD catalog.

NOTE: Tigercub Software also publishes a catalog of over 120 original copyright entertainment, educational and utility programs at \$1 each, plus full disk collections at \$5, Nuts & Bolts of programmer's utilities, etc. This catalog is \$1, deductible from 1st order (specify Tigercub catalog).

KANSAS CITY TI99/4A COMPUTER USERS' GROUP  
POST OFFICE BOX 12591  
NORTH KANSAS CITY, MISSOURI 64116

FIRST CLASS MAIL

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**HELPFUL HINTS: DM-1000 bug!**  
by B.J.Bieber - SNUGLETter (Nov. 1988)

Have you ever encountered a problem with a disk that indicates you have USED 6123 sectors and have 7123 FREE sectors when you know the disk was good the last time you accessed its directory. The problem is DM1000 Ver. 3.7, 3.8, and 4.0 in that they will mess-up the Disk Header Sector 0 when changing disknames. I can't verify the same problem with earlier versions because I dumped them when purging my disk library.

Here's the problem. If you type in a new diskname without deleting any characters and do nothing else except save the new diskname back to disk, then all is well. BUT, if you move the cursor back into the existing diskname, delete 1 or more characters, save the new diskname to disk, you'll find the Sectors Used and Free become screwed up. This happens because byte >10 (dec. 11) on Sector 0 gets reversed. Before somebody

asks: "NO", repeating the process does not reverse the errant byte a second time. Bytes >10 and >11 (dec. 11 and 12) indicate how the disk was formatted.

**Standard Formatting:**

- 0168 = SS/SD (360 sectors)  
02D0 = SS/DD or DS/SD (720 sectors)  
05A0 = DS/DD (1440 sectors)

Don't despair - all is not lost! You can spend the time recopying the files to another disk or you can make a correction using a sector editor. Look at Sector 0, bytes >10 and >11. You'll probably see something like 1068 or 20D0 or 50A0. Compare the numbers to those above. If you look close you'll notice just the first 2 numbers (1 byte) are reversed. To correct the problem just type the correct numbers into byte >10 and write the sector back to disk.

Recatalog the disk and Sectors Used and Free should return to normal.