



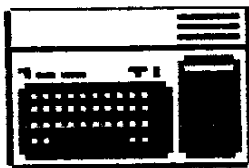
TOPICS

I-FEST WEST '89
SOUTHERN CALIFORNIA COMPUTER GROUP
P.O. Box 21181
El Cajon, CA 92021
BBS (619) 278-8155 300/1200 Baud

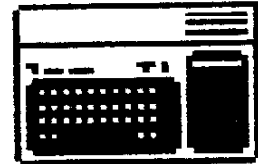
18-19 February 1989
Clarion Hotel at Balboa Park
2223 El Cajon Boulevard
San Diego, CA 92104

LA 99^{ers} COMPUTER GROUP

VOL 8 NO. 1 LOS ANGELES CA JAN. 1989
Newsletter



PACK YOUR
FAMILY



BATHING SUIT

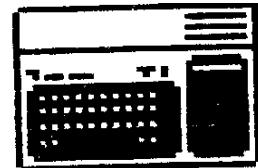
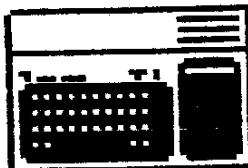
FEST WEST 89

GOLF CLUBS

TENNIS RACKETS

SAN DIEGO

FEBRUARY 18 19



TERRIES CORNER

THOUGHTS ON;

George Steffen

What an incredible loss. In reading other publications, there is quite a bit of recognition of George's contributions to the community. The money and food collected at our December meeting was donated in George's memory to the St. Joseph Center, and used to feed hungry families. I physically took the donations to the V. A. Hospital, incredibly it was not accepted by the following; the hospital, the DAV, the VFW, and American Legion. Amazing!

I hear there is an intent to contribute some equipment in George's name to a facility in California. If ANYONE is inclined to memorialize George, I have a suggestion.

George had a deep love for his grandchildren, and a very deep respect for education. His eldest granddaughter Connie, living with her parents is about to enter college. Monica and Steffen just now elementary school age live with their mother Susan. It was George's intent to provide for the education of Monica and Steffen. He willed to this family a roof over their head, but his denial of his condition prevented him from following through and allocating a portion of his will as an education trust for them. I know from many close personal conversations with George, this was his firm intent.

Perhaps rather than donating tax deductible computer equipment to unknown albeit needy persons, a trust fund for Monica and Steffen's education can be established. Perhaps everyone that George touched would like to remember him in this manner. Let me know, we can locate a bank in Susan's area to manage the trust.

ETHICS

It is rather sad but clearly very necessary, that once again ethics is being made a part of our education system. The shame of Wall Street, the stealing from the elderly, the shooting of innocent children playing at school, the clear absence of conscience is awful.

Over the last couple of years I have sadly watched the younger disappointing the older. I was then, and still am now friends on both sides of the fence. Why the "separation" becomes hurtful, has always been a mystery to me. There is less likely to be a radical change in the parent, mentor, educator, or advisor. There certainly is a change in the interaction, if indeed there is any at all. Declarations of independence without remembering the nurturing that enabled one to prepare for this very independence perplexes me. There are quite a few bitten hands around.

What ever happened to the Red Guard?

FRIENDS, limited, conditional, real,

George was a friend, warts and all. That was ok. It was hard for him to accept assistance. When he was declining, we were there for him. Sometimes he was gruff, short tempered, but he too was there. Some friendships appear to be supportive and great, then a virus appears and voila! limited.

There are times feet get stepped on, feelings get hurt, apologies are made and time passes. Three areas that are hard to mend are jealousy, vented rage, and vindictive behavior. Amazing!

Then there is Steve Mehr. Speaking of straddling differing camps, and doing it very well. That is Steve. Quite a bit of the formatting and printing in this issue is Steve helping me out. My monthly problem is dealing with a modified system, and having to go elsewhere for actual printing. Steve lives near my parent's, and this last weekend Steve, after putting in full days at work took the time to do this for me. Thanks Steve.

MELBOURNE, our sister club
They are sponsoring a World-wide Competition. 1/89 to 10/89.
Programming or hardware. One entry per user group. For more
information contact; Melbourne User Group, 88 Main St. Blackburn
Victoria 3130 Australia

Dear friend:

We the staff at St. Joseph Center are especially grateful for your whole-hearted support during this holiday season. Your generosity has enabled us to extend God's love and justice to our needy sisters and brothers.

Your spirit of giving encourages us to remember: every gift of love to our neighbor is a gift of peace to our world.

Our Prayers for a Blessed New Year!

We greatly appreciate your generous contribution this holiday season. Rhode Merritt and Staff.



HAPPY NEW YEAR!

by Steve Mehr, UG Member

Not very creative but it gets the point across. As I begin this article. I am reminded that this article starts my fifth year of writing for the newsletters. Aside from a special new font Dennis Kenny was experimenting with "way back then" by printing each article of the Tri-Valley 99er's newsletter in a different font, (the font he choose for my article was called "invisible") I have appeared in print every month. Don't know what that means. Oh well, on with the show.

If you missed the last meeting YOU REALLY BLEW IT! I hope you enjoyed the demonstrations as much as I did. (Told ya' there was some fringe benefits of being Program Chairperson)! Ed May demonstrated the FORTI music processor card. Once selling for \$199.95 fully built (advertisement found in MICROpendium Volume 2 Number 5 June '85), the card is available now only in kit form for only \$65.00 plus \$5.00 for shipping. Referring to MICROpendium again, (see, WHY AREN'T YOU SUBSCRIBING?) this time in Volume 5 Number 4 May '88, we find (actually "I" find, and "you" could find too IF YOU SUBSCRIBED!) that the kit may be ordered from:

Bob Lawson
1344 Boston Avenue
Bayshore, N.Y. 11706

Information relating to the card may be obtained before ordering by calling:

Steve Tuorto
(516) 242-1378 Bayshore, N.Y.

Operators are standing by. End of commercial.

Ed did a fine job of exercising the many fine features of the card. It was truly beautiful music to my ears (and eyes). Thank you Ed very much for a fine demo.

Steve Doran's long awaited Space Shuttle Simulator was presented by the author of the same name. Huh? What a piece of programming! Keep an eye on Steve. If he doesn't pilot a Space Shuttle some day, he will surely be programming their on board computers! For anyone interested in simulator type programs, this is a sure winner. Only \$15.00 plus a buck or two for shipping and handling guarantees your own copy. Order directly from Steve at:

Steve Doran
382 Miraleste Drive #447
San Pedro, Ca. 90732

The all elusive Music Box f-i-n-a-l-l-y made it! Impressed? I knew (hoped) you would be. If all goes well, a production run may be very soon. We're trying to keep the cost down (heard that one before haven't you?) and we hope to be able to offer it for under \$25.00 including software! More later.

The following is an excerpt from the book Night Mission, published and copyright 1985 by MG, and is reproduced herein by permission. Part 1 was published in the September '88 issue of Topics, Vol. 7 No. 9, and Part 2 in the November '88 issue, Vol. 7 No. 11.

The Power of AND by Craig Miller
Part 3

When Binary numbers are used in 2's compliment form like in Extended Basic the highest order bit, or in this case bit 15, is used as the SIGN bit. This bit tells the computer that the number is a positive value when it is off or that it is a negative value when it is on. We will talk more about 2's compliment Binary numbers a little later. So with these items in mind lets look a little deeper into this subject.

As we saw earlier the decimal value of 7 is 00000111 in binary and this will mask out any values higher than 7. This is also true for any other value in the valid range but some value serve this purpose better than others. We have found the values that best serve this purpose are the ones that are 1 less than a Binary Power.

Examples: 8-1 = 7 16 - 1 = 15 4096 - 1 = 4095 etc.
7 = 0000000000000111 15 = 0000000000001111
4095 = 0000111111111111

As you can see when you subtract 1 from a Binary power ALL of the lower bits are turned ON. This allows any value up to this number to pass through the filter but never a larger number. With this in mind lets look at a few examples:

1. Very good for auto-reset counters that never increment beyond a certain value.

Many times in an Extended Basic program you may need a counter that counts up to a certain value and resets itself. In normal Extended Basic code this may look like this:

```
B=B+1 ;; IF B=8 THEN B=0
```

By using AND with a number that is 1 less than a Binary Power we can reduce the code and speed up the program by using:

```
B=B+1 AND 7
```

Since 7 is one less than a Binary Power and since we are using AND in this statement it will only allow the counter to count to 7. When B+1 becomes 8 the AND function will automatically reset B back to 0 because higher values are filtered or masked out. This type of counter can be used with any Binary Power minus 1 (ie: 1,3,7,15,31 16383 or 32767) and it will never count past your AND value.

Next page ----->

2. It can be used to easily determine if a number is Odd or Even.

Using this same principal we can use AND to determine if a number is Odd or Even. An Odd number will ALWAYS have Binary bit 0 set and an Even number will never have bit 0 set since the bits represent powers of 2. With this in mind we could replace the following Extended Basic code of:

```
IF B/2-INT(B/2) THEN ..... the number is odd
```

with

```
IF B AND 1 THEN ..... the number is odd
```

Note: The statement IF B AND 1 returns the same true false condition as IF B AND 1<>0. This is also the same for IF C or IF C-1 etc. This type of statement is TRUE whenever the result of the test or variable IS NOT ZERO.

3. Excellent for small pseudo random numbers when sprites are in motion and your program uses CALL POSITION.

Whenever you have sprites in motion and your program uses CALL POSITION you can use AND to rapidly generate small pseudo random numbers especially if the player has control over the sprites movement. Since sprites are only allowed to have row and column positions from 1 through 256 you can easily AND their position with any value less than 255 to obtain a pseudo random number. Example: CALL POSITION(#1,X,Y):: IF Y AND 1 THEN By trying different AND values you can get a variety of random numbers or decisions from a sprites position. Here is a little Extended Basic program that displays the different possible combinations and also shows you some of the value patterns generated by AND:

```
100 CALL CLEAR :: INPUT "Start
at what AND value ":V ::
INPUT "Loop from zero through
":L
```

```
110 FOR V=V TO 255 :: PRINT
: " V=";V :: FOR I=0 TO L
:: PRINT USING "### AND ###
= ###":I,V,I AND V
```

```
120 CALL KEY(O,K,S):: IF S T
HEN GOSUB 140
```

```
130 NEXT I :: NEXT V :: END
```

```
140 CALL KEY(O,K,S):: IF S=1
THEN RETURN ELSE 140
```

After running this program for a little while you should notice that Even numbers and Odd numbers that are 1 less than a Binary Power generate nice regular patterns. Other Odd numbers also have set patterns within a group of numbers but they are not as regular and they do not automatically increase as the value increases.

More to come...

OFFICIAL ANNOUNCEMENT

=====

As of this writing, I am taking over the care and feeding of Dick Altman's famous Fairware list. The list has grown over the years to gargantuan proportions. Currently over 200 entries, Dick's list has got to be the most complete Fairware list in the TI community. I find it an honor to be a part of the list again as I did some work on it for the Fest-west a few years back in L.A.

The list will be maintained and updated through many channels. If you would like to help with its "care and feeding", please drop me a line with any Fairware information you may have. The list (available on disk, currently over 250 sectors) will be distributed. FREE OF CHARGE. I only ask that when requesting the list, please provide an initialized single density diskette (single or double sided), return mailer and postage. You may also obtain the list by sending me \$1.00 to cover expenses in returning the list to you and I will provide the disk, mailer, and postage. For those without a printer to print the list with, drop me a line and we'll work something out to get a printed list to you. The list will soon be put on the networks and will be made available from the library. Please also include a small note requesting the list so I know what you want (or address your request as shown below). The most current list may be requested from:

Steve Mehr
633 Hollyburne Lane
Thousand Oaks, Ca. 91360
ATTN: Fairware List

Thank you for your support.

FOUR4-A/TALK
Random ramblings
about things TI.

from
Bill Gaskill

January 1989

SOFTWARE SURPRISES:

A quiet revolution seems to have taken place in TI-99/4A software over the last year that threatens to vault 4A productivity into the 20th century. It started in Canada when an unknown programmer named Charles Earl suddenly appeared with TELCO, a telecommunications program for the 99/4A that had no business looking and acting like it was written to run on an IBM, but it surely did. Then Dennis Faherty, partners in the famed Inscebot Inc. software house that brought us TI-Artist, came out with a dBase-like information manager, complete with a command language and all sorts of disk management features built right into the program. While we weren't watching another virtual

unknown named Jim Reiss delivers Typewriter 99, an elegantly crafted yet alarmingly simple tool to turn the 4A into a typewriter, complete with on-screen display of boldfacing, underlining and more. Wow! Now, well-known data base guru Warren Agee has released a data base program called FirstBase that has the potential to handle 32,767 records in a single file, with 720 bytes per field and 75 fields per record?! Incredible! To top things off, Charles Earl is also promising to deliver a word processor that can do columns and act like it is a TI-99 version of Word Perfect. I love it!

Released in February of 1988, Telco is already in V2.3 as Charles Earl struggles to keep up with the demands of users, his own ideas for improvement and those who find that occasional bug in the program. Much to my dismay, I have not been able to get a copy of Telco working properly with my system. The Myarc HFDC doesn't seem to like it. I sure hope that something changes, either in the card or the program, because I seem to be missing out on the premier telecommunications program available for TI owners.

If you are a MICROpendium reader (if you aren't, WHY NOT?) you will know about my love affair with TI-Base from Inscebot Inc. This is the best data management program available for the 99/4A without exception. It is 100% assembly language coded, it is absolutely feature packed and it is pure fun to use. Try it. You WILL like it.

Jim Reiss's TypeWriter 99 is a superb program that has only one limitation that frustrates me. Since I use the Horizon Ram Disk to hold all of my "everyday use" programs like DM1000 and TI-Writer, I also wanted to put TypeWriter on the HRD. Well, that can be done, but with some limitations on program performance.

Apparently TypeWriter 99 is written with an absolute origin address or something, because it only works properly with the Editor/Assembler module. Neither option 3 from the Horizon Ram Disk, Barry Boone's E/A5 Loader from Extended Basic nor the FunnelWeb loaders fully support it. What happens is that the program will still type, but all letters are in upper case, both on-screen and at the printer, and none of the boldface nor underline inverse video shows up on screen. Tab keys also don't work. That's really too bad because I never use the E/A module and I hate to do module swapping anyway. So, I rarely use TypeWriter 99 as a result. I really think that such a program needs to be readily available to be really valuable. As it is, I can boot my ram disk version of TI-Writer in 1-2 seconds, so I am not going to want to take the time to swap modules and then load the program off of a floppy disk. I hope that Jim Reiss reads this and is able and willing to make some adjustments to the program. I really like TypeWriter 99 but since it is designed to be a convenience tool, it really needs to be useable from Extended Basic, which is the module most users always have in their consoles.

Warren Agee's FirstBase program will be reviewed in MICROpendium. Keep your eyes peeled for it. If you are considering FirstBase for your data management needs you will want to find out what I have to say about it in order to make an informed decision.

NUTS AND BOLTS AND STUFF:

Ever hear of Jim Peterson? How about TigerCub Software? If you

haven't heard of either, then you haven't been a member of the TI community very long. Well, about four months ago I ordered a whole slew of programs from Jim (TigerCub) because I wanted to have the information on what he had to offer so that I could include it in an indexing project I was working on. Besides that, I read that he had the stuff on sale, and I'm a sucker for a sale. What I got was a surprise, a whole bunch of neat programs and a delightful horde of information that will keep me busy for months.

TigerCub Software sells three disks that are called Nuts and Bolts that contain over 300 XB subprograms and/or routines that you can merge right into any existing XB program. The scope of the routines runs from screen displays to file manipulation and they are awesome! Nuts and Bolts 1,2 and 3 are a virtual anthology of a programmer's life at the keyboard of the 99/4A. There has to be years of labor involved in these gems because (1) there are so many of them and (2) they are so clever.

The utility of the Nuts and Bolts disks provides the XB programmer with an instant library of routines that will save you countless hours of trying to figure out how to program things like screen fade-ins and fade-outs, how to get ACCEPT AT to take more than 28 characters, how to justify text on screen, how to create graphs (including bargraphs and 3-D graphs), sorting, searching, string segmentation, all manner of character redefining, joystick routines, program debuggers, calendars, financial routines and so much more. The Nuts and Bolts libraries are unique in the TI community. No one offers anything like it except Jim Peterson. If you program in XB, Nuts and Bolts 1,2 and 3 are a must. Contact Jim at TigerCub Software 156 Collingwood Rd. Columbus, Ohio 43213 for more information.

THE AMNION HELPLINE:

If you have been around the 4A community for any length of time you have probably also heard of Dr. Guy-Stefen Romano and the Amnion Helpline. I've known of Amnion since the early days of my computer ownership in 1983, after Texas Instruments orphaned the 99/4A. Only I just filed the information away and never took advantage of it. The other day I was reading through some old National Ninety-Niner newsletters given to me by Ralph Jones and I came across a question and answer column by Dr. Romano that I actually took the time to read. It turned out to be the single most informative article on CALL FILES that I have ever seen! Further on in another issue I ran across the same regular feature with some reader asking Dr. Romano about simulating the MOD feature from Pascal in TI Basic. I didn't even know what the MOD feature was until I saw it in the article. After reading the response from Dr. Romano, I now not only know what it is, I know how to simulate it in TI Basic. I thought I knew alot about computers and programming but I can't hold a candle to Dr. Romano. If you need a question answered, you have just found the resource. If you are looking for a program for a particular task you have only to call Dr. Guy-Stefen Romano, the Amnion Helpline, 116 Carl St. San Francisco, Cal. 94117 415-753-5581 9am-4pm Monday through Saturday. The help will be free and the programs almost so.

GREAT GROUP NEWSLETTERS:

One of the really neat things about being a 99er is the contact I

make with other members of the community and staying in touch with what is going on in the TI world. Belonging to a Users Group is absolutely the best way that one can accomplish this. I belong to five Users Groups, none of which are close enough to where I live to allow me to be a regular attending member. Nonetheless, I find that the newsletters I receive in the mail from them keeps me in touch and involved. So the newsletter of a group is pretty important. I can heartily recommend any or all of the groups listed below, if you are thinking about joining a Users Group or would like to join more than one.

CHICAGO TIUG
Box 578341
Chicago, Il. 60657

Front Range 99ers
Box 9572
Colorado Springs, Co. 80932

LA 99ers
Box 67A79
Los Angeles, Ca. 90067

Mid-South 99ers
Box 38522
Germantown, Tn. 38183-0522

Tacoma 99ers
Box 42383
Tacoma, Wa. 98442

Do yourself a favor and drop any or all of them a line to find out more information about becoming a member. All of them provide excellent newsletters that promote positiveness and cooperation within the community. I like that and look for it before I will join. I think you will like that kind of outlook too.

WHO CARES?:

Just when you think that the world has forgotten all about the 99/4A along comes a major article about it and other orphaned computers in PC Computing magazine (Dec88, p.222) "Gone But Not Forgotten" by Deborah Asbrand. This is one well researched article. The author includes not only historical information about the 99/4A but also provides facts about the largest Users Groups, the names and addresses of some of the major TI/99/4A product vendors and even talks about Myarc and the Geneve computer. Neat! Pick up a copy if you can. It's valuable if only from an historical perspective. Who cares? We do!

TRIVIA:

I love to write about things TI but it is the generally useless bits of information I come across that I like the most. Did you know that;

-Tom Freeman, author of DiskAssembler and other great programs, is a doctor or more correctly I guess, a pediatrician by trade?

-Ray Kazmer, author of the Woodstock Xmas program that has circulated all over the world, is the only person to ever be published three times in the same issue of MICROpendium?

-the three most famous father/son teams in TI-99 history are Doyle and Don Bynum, Dennis and Chris Faherty, and Will and Tony McGovern?

-To date there have been more than 100 books published on TI-99/4A use, but only four that I am aware of since 1985; "TI Intern" by Heiner Martin, "Technical Drive" by Monty Schmidt, "Cracking the TI" by Brian Prothro and "Hardware Manual for the Texas Instruments 99/4A Home Computer" by Michael Bunyard? Sure would be nice to see someone do a really comprehensive but understandable assembly language text.

-Richard Mitchell, editor of The Smart Programmer, is now writing legal information bases for IBM computers? (will we ever see another issue of TSP?)

-Craig Miller is now writing custom software for the IBM world and doing fabulously at it? (did we expect anything else from one of the greatest supporters the TI community ever saw?)

-assembly language wizard John Phillips, who has yet to reach the ripe old age of 30 (he's 27 I believe), authored Hopper, Moonmine and Word Radar and worked on Burgertime, Demon Attack, Munchmobile, Jawbreaker, Facemaker, Treasure Island, Angler Dangler, the Line-by-line assembler for Mini-Memory and Slymoids while at Texas Instruments?

-virtually all of the modules that TI produced for the 99/4A were not written on it? Only Hopper was actually written on a 99/4A with the Editor/Assembler module. The others were written on a TI mini.

-Floppy Copy, from The Softspot in Silver Springs, Md. was written by Chris Faherty of TI-Artist fame?

-Futura Software founder Charles Ehninger dropped out of school in the sixth grade, but later went on to earn a Masters Degree in Economics?

-the MiniWriter word processor Bill Moseid (dba Model Masters) released for the Mini-Memory module was originally called MINIED? MINIED could print text via RS232, Model Masters own Joyprint or The Missing Link from Mid-West Engineering?

-TI Runner was written by Jon Burt and Scott Emery? Who are they I wonder, and how come so much talent dropped out of sight?

-the computer that never was, known to most of us as the Phoenix, was actually named the CCI-99/64 by CorComp Incorporated, the firm that was supposed to build it? On-board or built in capabilities included three keyboard styles, a numeric keypad, three cartridge slots, a built in RS232 interface, 64K ram, speech and extended basic.

USER NOTES:

If you are a TI-Base owner who has a slew of data on PR Base diskettes you probably would like to know how the files can be transferred. Read on.

-First, the maximum record size that you can transfer is 132 bytes. Anything greater than that will be lost. The reason is because the transfer is done by printing PR Base data to disk via the REPORT feature.

When you want to transfer the data simply design a tabular report in PR BASE that will print all data in one line on a page of paper. Whatever the length of that line is the file format that the disk file will be saved in. For example, if you design a 132 column report the file that is printed to disk will come out as DV/132. This file is readable and convertible by TI-Base V2.0 using the CONVERT feature. The manual for TI-Base will tell you that the record to be read must be in FIXED format. That is not exactly correct. What it means is that the data in each record must be in the same place. Usually, you must have a fixed record format to get this, but printing a data file to disk does this too, so you don't need to worry.

When designing the report print out your screens so that you know later on exactly where each field ends on the printed page. Part of the CONVERT process is to design the record format for the new file. When you do so, remember to build in enough spaces in each field to include both the data for that field and the blank spaces that follow it on the printed report. For example, if the report printed field 1 at column 1 and then continued for 28 characters with a 1 character separator between it and field 2, then make field 1 a total of 29 characters long so that the blank space is attached to the first field. That will allow TI-Base to properly assign characters 30 through the end of field 2 to the proper field in your new data file. All remaining fields are done in just the same way, including the last one.

MICROdex99:

MICROdex99 is an indexing project I started in September 1987 that is still going full steam. To date I have compiled a data base of almost 6000 records on the location of anything published for the 99/4A and Geneve computers. I make the data base available on SS/SD or DS/SD diskettes now for use with a TI controller card, with plans to include higher density floppies and hard disk files in the future.

If you are a TI-Base owner you will want to purchase the files in TI-Base format. If not, MICROdex99 is available in its original file format with its own data manager that requires XB, 32K and disk. The files take up 6 SS/SD floppies or 3 DS/SD floppies in un-archived format. They are delivered to you packed and compressed using Barry Boone's Archiver 3.02. If you are interested in obtaining a copy of MICROdex99 please specify the desired disk format and whether or not you want it for TI-Base. The price for MICROdex99 is \$20. It may be ordered from;

Bill Gaskill
P.O. Box 2642
Grand Junction, Co. 81502

Until next time...

Did you know that...?

by Chick De Marti

Dec. 1988



Cut this out and paste it in your IDEA & HINTS book.

LOADING PROGRAMS

TYPE	SIZE	
PROG	33	May be E/A option 5
D/V80	n	Text (use TI-Writer or READ-IT)
I/V163	n	Merged File
PROG	48	(or larger) BASIC or Extended Basic
D/F128		or probably archived
D/I128		

NOTE: Some D/V, I/V, or I/F could be DATA files.

E/A #5 LOADER for 33 Sec files
by Fred Layton (S.F.T.I.)

```

1 ! SAVE DSK.1 EAS/LOADER
10 ON ERROR 40
15 DISPLAY AT(10,1)ERASE ALL
:"FOR E/A #5 LOAD & RUN PGMS
": "Which drive (1/2/R) 2"
:: ACCEPT AT(12,21)BEEP(VALI
DATE("12R")SIZE(-1):DR$
20 DISPLAY AT(14,1):What E/A
Pgm! -> " :: ACCEPT AT(14,1
8)BEEP SIZE(10):PROG$
25 DISPLAY AT(10,8)ERASE ALL
:"NOW LOADING:" : :TAB(8);P
ROG$
30 CALL INIT :: CALL LOAD(81
96,251,214)
35 CALL LINK("OP13","DSK"&DR
$&". "&PROG$
40 PRINT "NOT FOUND - TRY AG
AIN?..." :: FOR DX-1 TO 1000
:: NEXT DX :: GOTO 10

```

GEMINI USERS

A hint from ASGARD News

"Do you get ugly white horizontal lines on your screen dumps of GRAPHIX or TI-Writer? If so, type in this short program, save it, and run it BEFORE loading your Artist programs.

(Cont. top of page)

```

10 INPUT "Turn on printer and
press ENTER...":A$
20 OPEN #1:"PIO",OUTPUT
30 PRINT #2:CHR$(27);"A";CHR$
(6)
40 CLOSE #1

```

I don't own a Gemini but I believe you can enter lines 20 and 30 (without line numbers) in the immediate mode with the same results...lines 10 and 20 would not be needed therefore. CD)

This next item has been in many of the newsletters and might be considered 'old news' by now, but many of our readers don't get to read the other newsletters, so I'd like to pass it on for the benefit.

TI has now dropped it's TI-CARES phone number and will now be available via:

806-747-1882 General Information
806-747-2662 Technical Assistance
806-747-2265 Dealer Parts
2268 " " "

SLASHED ZEROS

In TI-Writer a convenient way to print slashed zeros (if your printer doesn't already do it) is:

```
.TL 48:48,8,47
```

The first 48 (after the colon) prints a zero, the 8 back spaces one character and the 4/ prints a / (slash) over the zero. Bill suggests adding this .TL command to your heading file.

Thank Bill Berendts

TI-FORTH DEBUG

This just surfaced from Ottawa and is passed on without testing. Change a COPY of your Master Disk.

This article comes to you, courtesy of a column entitled "The old Oneline" by John Witte. It deals with a 'TINYGRAM' I reproduced from another newsletter. I found John's comments and improvements worthy of reproducing also. So I share it with you now in it's entirety. Enjoy...

"Well while we're making a splash with the return of the newsletter review, we might as well reflect upon my favorite subject, short programs that don't do much. The reason I like these is they challenge the programmer to be efficient in writing his code, which means testing the logic...I ran across a so-called Tinygram from Chick De Marti in LA...a Tinygram is supposed to be able to be listed on the screen without it scrolling off, and this one couldn't. Further, however, it was 23947 bytes when SIZE'd after loading. So we went to work and came up with a revised program that did the same thing, yet it resulted in several empty lines on the screen, and only 24124 bytes when SIZE'd. Here are the two programs, "before" first, and the revised version after. Look them over and see what changes have been made. Whether this program, which was actually for Halloween was important or not is not the issue. The point is that most of us have a limited amount of memory to work with, and the conservation of it should be a key consideration when writing code.

```

70 CALL CLEAR :: CALL SCREEN(2):: COLOR(0,15,2,4,16,2)
80 CALL CHAR(108,"003C7E7E7E7E7E7E"):: CALL CHAR(56,"003C5A7E5A66562A")
90 CALL HCHAR(24,3,108,7):: CALL HCHAR(24,15,108,5)
100 FOR I=1 TO 10
110 R=INT(RND*21)+2 :: C=INT(RND*26)+2 :: CALL HCHAR(R,C,56)
120 RANDOMIZE
130 FREQ=INT(RND*4)*350+1
140 FOR ME2=1 TO 30
150 CALL SOUND(-1,ME2+150+FREQ,ME2):: NEXT ME2
160 CALL HCHAR(R,C,32)
170 NEXT I
180 FOR SET=3 TO 9 :: CALL COLOR(SET,11,2):: NEXT SET
190 DISPLAY AT(7,11):"HAPPY" :: DISPLAY AT(10,9):"HALLOWEEN"
200 CALL KEY(0,K,S):: IF S=0 THEN 200

```

```

1 RANDOMIZE ::CALL CLEAR :: CALL SCREEN(2):: CALL CHAR(48,"3C7E7E7E7E7E7E"
,56,"3C5A7E5A66562A")
2 FOR I=3 TO 12 :: CALL COLOR(I,14,2):: CALL HCHAR(24,3,48,7):: CALL HCHAR(2
4,15,48,5):: CALL SPRITE(#I,56,I,INT(RND*160)+1,INT(RND*180)+1)
3 FOR M=1 TO 30 :: CALL SOUND(-1,150+RND*1400,M):: NEXT M :: NEXT I
4 DISPLAY AT(7,11):"HAPPY": : : " HALLOWEEN" :: CALL KEY(0,K,S):: IF NOT
8 THEN 4
SEE YOU LATER."

```

Thank you John for the interesting rendition...there is one small error in your story...my version was not supposed to be a Tinygram but a child's program (in my column "KIDS KORNER") as noted in the missing first 6 lines.

```

10 !   ***TRICKS UR TREAT***
20 !   by Chick De Marti
30 !   from a Tinygram by
40 !   Margaret of
50 !   Aloha 99ers, Honolulu
60 !   *****

```

CDM



(Did You Know ... cont.)

(FORTH changes Cont.)

Screen 58 change line 10 to read:
VDPME @ 4 IF SMTN B0 0 VFILL
300 SATR ! ENDIF
Screens 53,54,55 line 1 should end
SETVDP2
And finally on Screen 59 line 9
change WUFF to WDFE

~~~~~

### PR-BASE HINT

Sorting and so on are based on an ASCII string and everything works according to the ASCII values of the characters. Thus while 4 comes after 2, 22 will come before 4. Use leading zeros on numbers you are sorting by, then you will correctly find the sort as 02,04,22. Also...

Selective Indexing search works on your input UP TO the first space, so that "good day" will only work on "good". To use the whole thing, you must insert question mark, thus: "good?day"

~~~~~

MINI MEMORY PROBLEMS?

As the battery wears out, the voltage drops, and in the end, the dead battery actually stops the module working. It will not retain data even inserted in the console, even though the battery is only for "back up". A quick solution is to open the module and snip one of the battery wires; the module will now work in the console.

The last two hints are courtesy of the 9T9 newsletter. Thanx guys.

~~~~~

### USING THE SCREEN AS A FILE From TIBUG, (Australia)

Quite often, when working on a program that stores data to a file, during the testing, it is necessary to actually write data to one of these files and that data is often formatted in some way special to the program being developed. This method can be quite time and/or paper consuming if the data or its format are not being saved exactly the way it is wanted.

In TI-Basics, we can have several files opened at one time, each numbered different. We normally start with file #1, then #2, etc. Exam.:

```
OPEN #1:"PIO" :: OPEN #2:"DSK  
2.DATALIST",OUTPUT (etc.)
```

The Extended Basic manual states that you can number files from (zero) 0 to 255 and on page 147 relating to the PRINT statement, if the file number after the PRINT statement is omitted or is 0 (zero), then output goes to the screen. NOTE: the file to the screen (#0) is always OPEN and does not require an OPEN #0 directive. Here then is the answer to our needs.

At the beginning of the program use a variable for the number of the file being written to. e.g. 10 @=0. When you open the file, do it in the normal way such as OPEN #1:"DSK2.DATALIST",etc., but every time you would normally print to the file, use the PRINT #@:A\$ as the directive. Even though the file to Disk will be opened all info will be printed to the screen. When the program is working just as you want it to, then you can change line 10 to @=1, or whatever file number you opened the file as, and that file will be written to.

This system will work perfectly if the information being stored is of the DISPLAY kind. If the file uses the INTERNAL format, only those bytes in the ASCII character range will be seen on the screen.

Well, I'm out of coffee. See you  
next month Chick

**CUE CARDS DEBUT NEXT MONTH!**

=====

TI-WRITER CUE CARDS  
by John Owen, JUG-TX

Cue cards are used at the Johnson Space Center by the Shuttle astronauts to help them execute procedures, checklists, and flight rules when it is not possible to look them up in the detailed flight manuals. The cue cards are mounted on Velcro and are cut to fit in unused spaces on the various Space Shuttle control panels. Cue cards can also be used as training aids. A person can review a cue card in a few minutes and refresh his memory on how a system or program works. The TI-Writer Cue Cards shown in this newsletter were designed to save you a lot of time that you might otherwise use referring to the TI-Writer Word Processor Manual. A quick review of these Cue Cards before you start entering text after a period of "TI-Writer abstinence", might save you a lot of frustration!

You can copy these Cue Cards, mount them on cardboard, and keep them handy to your console and use them with TI-Writer and especially the Funnelweb version of the Editor and Formatter. A better way to use these cue cards is to get a disk copy of them (or type them in yourself) and put them on your working copy of the Funnelweb disk. There is plenty of room on a single sided disk if you omit the FWDOCS and other files not needed for word processing. The cue cards can then be called up with the "SD" (Show Directory) command and VIEWED (when needed) using the "V" (View) command without exiting the text file you are working on. The VIEW capability puts HELP SCREENS at your fingertips!!

Cue cards are usually tailored for the individual so please revise them as desired to suit your "memory jogging" needs. If you find errors or additions, send them to the Johnson Space Center Users Group, 2321 Coryell St., League City, TX 77593. If YOU have written CUE CARDS (or HELP SCREENS) for other programs like MULTIPLAN ,PR-BASE, TI-BASE, etc., please send us a copy.

If you want a copy of the TI-Writer Cue Cards on DISK, send \$2.00 to the above address and we will mail you one.

The cue card portions of this disk are placed in the public domain and may be copied freely and distributed via bulletin boards.

You will want to get a copy of PLUS! from Jack Sughrue (M.U.N.C.H.) for print codes file C3 and many other goodies and Funnelweb 4.1x in order to make full use of these Cue Cards. Have fun and Merry Christmas from all the members of the Johnson Space Center TI-99/4 Users Group (JUG).

-----  
Cue cards will start to appear  
in next months issue of TopIcs.

One good reason to keep  
your dues up to date.

=====



## BEGINNING FORTH #8 By Earl Raguse

### GRAPHICS

We are going to take up an entirely new subject - graphics. Forth gives us bit map mode graphics, a capability we did not have in XBASIC. In the bit map mode, the CRT screen is 256 pixels wide by 192 pixels high, in theory, at least, my CRT doesn't show them all. The 0 0 coordinate is in the upper left corner, instead of the lower left corner where mathematicians usually put it. We are able to plot a DOT (pixel), of a specified color, at any specified set of coordinates on the CRT. There is also the word LINE which plots a solid line of dots on a line between two specified sets of coordinates. This is all in addition to the graphics capabilities that you have grown to expect in XBASIC.

Before we get too far into this thing, you should read the TIFM Chapter 6 Graphics. There are three graphics modes available, but the standard GRAPHICS mode is like XB and will be only briefly discussed here with a small sprite demonstration. There is also MULTICOLOR mode which I don't find very useful, it will not be discussed here, you may try it yourself, the TIFM is fairly clear.

First I must point out that all is not rosy however, there is no text capability in the bit map mode. Hold on though, next time, I shall show you how we get around that however, but we must have the 64SUPPORT Editor loaded. Even though I don't like to work with it, it is not all that bad when one gets used to it. In addition, you must have -GRAPH loaded from your TI FORTH (backup) System Disk.

Go back to lesson #2, and if you did not elect then to load -64SUPPORT and -GRAPH, please make a new working disk for graphics which also includes these. Since a near future lesson will include Floating Point Arithmetic, I suggest you load -FLOAT also, further be sure to load my UFW's, because they will be needed for almost every thing I write. Then BSAVE the lot as explained before.

Also this time I am including another set of stack manipulators, Screen #33, which are needed for the graphics screens herein. You may BSAVE them also if you wish, but if not, they will be CLOADed (Conditional Loaded) by the graphics screen if they are not already in the dictionary, but you must number the Screen #33, or change the CLOAD statement. Observe how IT is redefined at the end of the screen instead of immediately as usual. This insures that, once in the dictionary, they will stay until you reboot, or deliberately FORGET them.

To invoke the Bit Map Graphics mode, you must specify GRAPHICS2, SPLIT, or SPLIT2. The latter two provide a combination of bit map and text modes, and the best way to find out what they are is to try them, see TIFM Chapter 6 page 20 and 21. The -64SUPPORT Editor uses SPLIT. Be sure to read about DRAW, UNDRAW, and DTOG, I don't use them, so try them yourself. I will use DMODE in the default state of zero, or the DRAW mode.

DOT is quite simple, you just put a pair of numbers (within CRT limits) on the stack and enter GRAPHICS2 DOT. Did it work? Ok, but how do you get rid of that black screen, and get the cursor back? Enter TEXT

blindly, you won't see it but you will get the TEXT mode screen back with the cursor. I think it would be very tedious to do anything useful with DOT by itself, but LINE is more impressive.

Try this: GRAPHICS2 5 5 250 180 LINE. Aha! Eureka! and all that kind of stuff, isn't that neat? Enter TEXT or just simply TX, the UFW abbreviation. The trick is to include the word TEXT in the graphic word definition, after a suitable delay, use WAIT or KEY. See the example screens.

Lets now experiment with SCREEN and DCOLOR. SCREEN will accept either a HEX or DECIMAL number on the stack. The Color Table is on page 6. Try HEX 8 SCREEN. You should get a red CRT, and no cursor. SCREEN puts you in a graphics mode where there is no text! Just enter TEXT or TX and you will get the cursor and the original CRT color back.

The TIFM says specifically that you must use HEX to change DCOLOR, and I have found that to be true. The TIFM is rather vague about DCOLOR and there is no example. I had initially assumed that DCOLOR was like SCREEN, but it didn't work, so I read some more. It turns out that DCOLOR is a variable, and thus you must store (!) a value in DCOLOR, two HEX digits, the first is the foreground color and the second is the background color. Enter HEX 40 DCOLOR !. Now, repeat the LINE experiment above, you should get a blue line, don't forget to set BASE to DECIMAL or put the coordinates in HEX. Recall the the UFW's define DEC for DECIMAL.

Enough of working in the immediate mode. lets do a test screen. Screen #57 demonstrates all we have talked about above, and more. Notice that it begins with 33 CLOAD 2ROVER, which loads the stack manipulators that were mentioned before. Each LINE word requires 2 pairs of X Y coordinates on the stack. If we wish to draw lines from one point to another, and then on to another ect, we would find ourselves entering the last number pair as part of the next 2 pairs. Since this happens very frequently, it seemed like I should define a word 2ROVER to do this for me. That's what Forth is all about!

The word 2ROVER, on Screen #33, duplicates the top two numbers on the stack and inserts them under the fourth number down, so they will be there for the next line to be drawn. Since this resembles the operation of OVER in reverse, but for two numbers, I called it 2ROVER, (Double Reverse Over). Note that 2ROVER in turn uses 2DUP, and 2SWAP, words we will see a lot of later when we work with Double Precision numbers. I do not want to get side tracked today about how these work, in the near future, however, I will discuss them in detail. If you can figure out what they are and what they do, feel free to use them.

Screen #57 defines the word XBOX which draws a box with an X in it. The word TEST tests it after setting things up for GRAPHICS2. This box is white on black, the normal default setting for GRAPHICS2. The word SCRN turns the CRT white. BLUE, DKRED, GREEN, and BLACK and BLACK define their respective colors on a white screen, making use of SCRN. The word WH/BK restores colors to default white on black. The words GRN, BLCK, RED and BLU, call the color change words and execute XBOX. You will notice that after executing one of the color words, the line colors remain the same but on a black screen if you execute TEST by itself. To get back to default white on black, you must execute WH/BK TEST.

Screens #58 thru #60 are a little demonstration of the GRAPHICS mode with Sprites. Load Screen #60 first. The demo allows you interact with sprite instructions, while the sprites are running, you could do this in XBASIC, maybe not so easy, but you could. I do not explain, I think its pretty clear if you read the TIFM.

Well, I think that's enough for this time, next time we will continue with some more elaborate examples, including the promised text in the graphics mode.

C U later, may the FORTH be with U.

## SCR #33

```

0 ( STACK MANIPULATORS EGR 12/87) FORGET IT
1 : PICK ( n1 -- n2 ) 2 * SP + ;
2 : ROLL ( nk ... n1 k -- nk-1 ... n1 nk )
3   DUP 1 = IF DROP ELSE DUP 1 DO SWAP
4   R> R> ROT >R >R >R LOOP 1 DO
5   R> R> R> ROT ROT >R >R SWAP LOOP THEN ;
6 : NIP ( n1 n2 -- n2 ) SWAP DROP ;
7 : TUCK ( n1 n2 -- n2 n1 n2 ) SWAP OVER ;
8 : 2DUP ( n1 n2 -- n1 n2 n1 n2 ) OVER OVER ;
9 : 2DROP ( n1 n2 -- ) DROP DROP ;
10 : 2SWAP ( n1 n2 n3 n4 -- n3 n4 n1 n2 )
11   ROT >R ROT R> ;
12 : 2OVER ( n1 n2 n3 -- n1 n2 n3 n1 n2 )
13   >R 2DUP R> ROT ROT ;
14 : ZROVER ( n1 n2 n3 n4 -- n3 n4 n1 n2 n3 n4 )
15   2DUP >R >R 2SWAP R> R> ; : IT ;

```

## SCR #57

```

0 ( GRAPHICS DEMO 1/1 EGR 10/27/88 ) DECIMAL
1 FORGET IT ; IT ; 33 CLOAD 2ROVER
2 : XBOX 7 1 255 190 2ROVER LINE 255 1 2ROVER LINE
3   7 1 2ROVER LINE 7 190 2ROVER LINE 255 190 LINE 255 1
4   1 190 LINE 1 WAIT T ; ;
5 : TEST GRAPHICS2 XBOX ; HEX
6 : SCRN GRAPHICS2 OF SCREEN ; \ white screen
7 : WH/BK FO DCOLOR ! 1 SCREEN ;
8 : BLUE 40 DCOLOR ! SCRN ;
9 : DKRED 60 DCOLOR ! SCRN ;
20 : GREEN C0 DCOLOR ! SCRN ;
11 : BLACK 10 DCOLOR ! SCRN ;
12 : GRN GREEN XBOX ;
13 : BLCK BLACK XBOX ;
14 : RED DKRED XBOX ;
15 : BLU BLUE XBOX ; DEC

```

## SCR 58

```

0 ( SPRITES EGR REV 12 85) HEX
1 CLS B 9 AT ." LOADING SPRITES"
2 : GO GRAPHICS 2000 SSdT ; DECIMAL
3 : SPTPAT 26 0 DO I 65 + CHARPAT I SPCHAR LOOP ;
4 : BLDSPT 26 0 DO 120 90 15 I I SPRITE I MAGNIFY
5 20 RND 20 RND - 20 RND 20 RND - I MOTION LOOP ;
6 : M MAGNIFY HOME ;
7 : G #MOTION HOME ;
8 : DOSP 1 1 GO SPTPAT 27 G BLDSPT 1 M ;
9 : SPSP DELALL TEXT 59 LOAD ;
10 : QTSP DELALL TEXT 60 LOAD ;
11 : ?STOP ?TERMINAL IF QTSP ENDIF ;
12 : GSPR BLDSPT ?STOP MYSELF ;
13 : GOSP DOSP GSPR ;
14 : 59L 59 LOAD ; : 60L 60 LOAD ;
15

```

## SCR 59

```

0 ( SPRITES EGR REV 12 85 )
1 58 CLOAD 60L
2 8 4 AT ." THIS IS DOSPRITE"
3 5 6 AT ." FOR FUN ENTER <DOSP> THEN "
4 5 7 AT ." TRY <3 M>, <0 M>, <20 G>, "
5 5 8 AT ." OR <0 G>, THEN <26 G> "
6 5 9 AT ." OR ANY COMBINATION OF <n G>"
7 5 10 AT ." OR <n M>, <SPSP> ENDS IT"
8 5 13 AT ." !! DON'T START TILL YOU !!"
9 5 14 AT ." !! KNOW HOW TO STOP!!"
40 5 19 AT ." BORED? TRY <60L>."
11 QUIT
12
13
14
15

```

## SCR 60

```

0 ( SPRITES EGR 10 22 85)
1 FORGET IT : IT ;
2 58 LOAD CLS
3 11 10 AT ." THIS IS GOSPRITE"
4 9 12 AT ." ENTER <GOSP> TO START "
5 9 14 AT ." HOLD <FCTN 4> TO QUIT "
6 7 18 AT ." HOLD FCTN 4 TILL IT STOPS"
7 10 20 AT ." BORED? TRY <59L> "
8
9 QUIT
60
11
12
13
14
15

```

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## LA99/4A LIBRARY CORNER

Disks \$2.00 each not programs. Many programs takes more than one disk. If you have a SSSD drive be sure you get all the disks needed to run the program usally both A and B disk if the program is over 360 sectors (if available). That comes to \$2.00 each other wise get the DSSD disk. It pays to have a DSSD drive. And dont't forget to include postage if you want it mailed. \$0.25 for the each disk.

### NEW ADDS FOR JAN. LA99/4A LIBRARY

2652 TELCO V2.3 Fairware by Charles Earl 34 McLeon St. Ottawa, Ontario, Candana, K2P 0Z5. Another update of this excellent Terminal Emulator. Auto dial, redial, stores Numbers, conference mode, X-modem, ASSII transfer, marco, spooling, PC Pursuit dialing, y-modem, compress B, clock, VT 52 and HP 2392, option select. And many more. This diskette has been archived. DSSD(637), 2652A(360) and 2652B(279) for SSSD drives

2845 GPL MANUAL1 Chapter 0-5 TI 99/4A Documentation, Including: The GPL Language and Assembler, Operation System Interfaces. Part 1 of 2. DSSD(708). 2845A(360) and 2845B(350) for SSSD drives.

2846 GPL MANUAL2 Appendix A-0 TI 99/4A Documentation, Including: The GPL Language and Assembler, Operation System Interfaces, Part2 of 2. DSSD(678). 2846A(359) and 2846B(321) for SSSD drives.

6052 LOTTERY 99 By Dwayne Johephson: Make your own lottery by putting in your names and the program will pick a winner for you. Added to this disk is a program by Peter Gleed which picks lotto number Austuria way: that is you can choose 15,18,21,48 numbers and the computer will choose your numbers. SSSD(138)

9087 CONTRACT BRIDGE V2.27 Fairware by John H. Bull 7700 Gleason Rd. #25B Knoxville, TN 37919 : Well done great for beginners and maybe some of you experts. An introduction to Bridge. Lessons on how to count, bid and play your hand. The main part is playing Rubber Bridge. The Computer will bid and play against you and keep score. You play the south hand . SSSD(212)

9088 GAMES #62 Freeware From Cy Leonard. 6 fun games for all ages. Joystick, color, graphic. CAKE, MINI GOLF, THE DOCTOR, WIPE OUT, HUNTED MINE, LUNCH MAN. SSSD(253)

### DISKS \$1.00 EACH

Last month December I gave a special Christmas offering of \$1.00 per any disk in our Library for all members of our LA99 Users Group.

Now I would like to make a special offering to all NON-MEMBERS of \$1.00 each for any disk in our Library to those who will join our Users Group. For \$20.00 year (USA) \$35.00 year (oversea) We will send you our excellent Newsletter every month. I will send you a disk of the programs in our library. You choose what disks you want for \$1.00 each + \$0.25 each for mailing and we got a deal. This is a one time offering for new members.

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2223 El Cajon Boulevard  
San Diego, CA 92104

Announcing TI-FEST WEST '89 sponsored by the Southern California Computer Group of San Diego in conjunction with the Los Angeles 99er User Group and assisted by the Tucson 99er User Group.

Date/Time: 18-19 February 1989, 9:00 AM to 6:00 PM

Admittance: \$4.00 (good for both days) at the door, \$3.00 if ordered in advance (minimum 6 tickets). Family members over 15 years of age, \$1.00, under 15 admitted free but must be accompanied by adult at all times.

Location : Clarion Hotel at Balboa Park (formerly Lafayette Hotel)  
2223 El Cajon Blvd, San Diego, CA 92104

Room Rates : Garden Room \$52.92\* (1 queen size bed, 1-2 persons)  
Manor Room \$63.72\* (1 queen-size bed, 1-2 persons)  
Cabana Room \$74.52\* (2 queen-size beds, 1-2 persons)  
\* 8% city room tax is INCLUDED in these rates

For more information on hotel and rooms call  
from San Diego: 296-2101  
from California: 800-423-1935  
outside Calif.: 800-843-9988

You may reserve your room directly by calling the numbers listed above but please make sure to indicate that you are attending the TI-FEST. Reservations must be received no later than 1 February 1989. Advance deposit for the first night is required and is refundable if cancelled at least 72 hours prior to arrival date.

5200 sq/ft of exhibit space are available. There is no charge for booths and tables for commercial exhibitors and user groups. To reserve exhibit space or for an information package, including hotel reservation form, write to TI-FEST WEST c/o the SCCG address given above or leave private message to SysOp with your name and full address. You may also download a hotel reservation form (TEXT file #2) and/or an exhibit space request form (TEXT file #3) from our BBS.

San Diego offers many outstanding attractions such as Sea World, its world-renowned Zoo and Wild Animal Park, shopping centers like Horton Plaza and Seaport Village and much more. So plan to come on down and bring the family. The Fest happens to fall on a 3-day holiday weekend so you will have an extra day afterwards to take in some of the sights.