LA 99ers Toples

Vol 9 No 6 June 1990

RAMBLIN' THOUGHTS FROM THE PRESIDENT

AS I REFLECT BACK UPON THE MONTH THAT JUST PASSED, I PERSONALLY THINK WE HAD A GOOD TIME AT OUR LAST CLUB MEETING. WE HAD AN OUT OF TOWN VISITOR FROM DAYTON OHIO BY THE NAME OF MARC GEORGES. HE BROUGHT US UP TO DATE ON SEVERAL OF THE CLUBS THAT WE HEAR ABOUT BUT SELDOM HAVE THE OPPORTUNITY TO VISIT. ALSO, WE SHOULD NOT FORGET THE MEMBERS WHO WERE PRESENT AT THE MEETING AND THANK THEM TOO. WE HAD OUR SECOND INSTRUCTIONAL CLASS ON "TI-BASE"... HOW TO CREATE A DATA BASE. WE ALSO LEARNED SOME OF THE OPERATING COMMANDS.

I HAVE TO GIVE A LOT OF CREDIT TO FRED FOR GETTING UP THERE AND TEACHING THE WAY HE DOES. HE HAS A LOT OF THAT STUFF THEY CALL INTESTINAL FORTITUDE BECAUSE IT IS LITERALY SCARY TO STAND IN FRONT OF GROUP OF PEOPLE. IF YOU DON'T THINK SO; TRY IT SOMETIME! IT IS EASIER FOR ME MONTH AFTER MONTH, ALTHOUGH I STILL GET STAGE FRIGHT.

EARL REGASE GAVE A DEMONSTRATION OF SOME "FORTH MENUS" AND ALONZØ SLADE GAVE A DEMONSTRATION ON THE "MUSIC PRO." DISK. I HOPE THAT THE GOOD NEWS WE READ ABOUT IN THE NEWSLETTERS IS NOT SO CALLED VAPOR WARE. OF COURSE I AM TALKING ABOUT THE MIDI INTERFACE THAT WAS ANNOUNCED BY ASGARD. IF YOU DON'T SUBCRIBE TO MICROPENDIUM MAGAZINE, YOU SHOULD. IT IS, AS FAR AS I KNOW, THE ONLY MAGAZINE STILL DEDICATED TO OUR ORPHAN COMPUTER. THEY HAVE REVIEWS OF SOFTWARE AND HARDWARE AND NEW PRODUCTS. THIS IS NOT AN ADVERTISEMENT FOR THEM JUST MY OWN OPINION. THEY ALSO ANNOUNCED THERE ARE TWO NEW PE-BOXES FROM RAVE.

IF YOU HAVE READ THIS PAGE THE LAST COUPLE OF MONTHS, (AND I HOPE YOU HAVE) YOU MAY HAVE NOTICED SOMETHING. THE CLUE IS IN THE CONTENTS OF THE PARAGRAPHS. WELL I WILL TELL YOU ANYWAY. NOTICE THE WAY THE PARAGRAPHS RAMBLE FROM ONE THING TO ANOTHER? THAT IS HOW I CAME UP WITH THE NAME FOR THIS PAGE. IT'S SORT OF LIKE DAY-DREAMING...YOUR THOUGHTS RAMBLE FROM ONE SUBJECT TO ANOTHER. I THINK MOST OF THE TIME I AM IN A SLEEP STATE. MAYBE I STAY ASLEEP AND DON'T KNOW IT. TALK ABOUT BEING ASLEEP,I MUST HAVE BEEN DOZING OFF AT THE LAST MEETING. WE HAVE A PERSON IN OUR USERS GROUP BY THE NAME OF STEVE MEHR. HE IS OUR PROGRAM CHAIRMAN. BUT PICTURE THIS; THREE PEOPLE SITTING IN THE FRONT ROW...EAGERLY WAITING TO DEMONSTRATE THREE SOFTWARE PROGRAMS...AND I DIDN'T EVEN LET STEVE INTRODUCE THEM. I FORGOT AND DID THE HONORS MYSELF. PLEASE FORGIVE ME, STEVE. (IT TOOK A LOT OF COAXING TO GET HIM TO BECOME OUR PROGRAM CHAIRMAN AND HE IS VERY GOOD AT IT). HE ALSO DRIVES ALL THE WAY FROM OXNARD TO BE HERE WITH US. I CAN'T BELIEVE I DIDN'T LET HIM SAY ONE LITTLE WORD. FORGIVE ME, STEVE.

(Continued next page:)

(Continued from Page 1)

I WANT TO PRESENT A CHALLENGE TO THE MEMBERSHIP. I WOULD LIKE YOU TO WRITE ONE OR TWO PARAGRAPHS FOR US. IT CAN BE ON ANY SUBJECT THAT YOU CHOOSE. WE ONLY HAVE ONE REQUIREMENT, (KEEP IT CLEAN). YEW DONT EVEN HAFT TO SPEL GUD .. IF THAT DON'T PRUVE IT I DONT NO WOT WIL.

WE HAVE AN EXCELLENT EDITOR WHO CAN CORRECT THOSE LITTLE THINGS. HE DOES A GREAT JOB. ESPECIALLY WITH MY CONTRIBUTIONS. THE WAY I SPELL, IF I EVER WROTE A NOVEL, IT PROBABLY WOULD TAKE A WHOLE STAFF OF EDITORS SEVERAL WEEKS TO CORRECT IT. CHICK MADE THE STATEMENT THAT HE THOUGHT THAT HE WAS THE WORST SPELLER IN THE WHOLE WORLD UNTIL HE HAD TO CORRECT MY ONE LITTLE PAGE. I PERSONALLY THINK THAT HE IS VERY GRATEFUL THAT HE DOESN'T GET TWO OR THREE PAGES FROM ME.

LOOKS LIKE I AM RUNNING OUT OF SPACE AGAIN. SO THATS ALL FOR THIS MONTH. GOOD-BY TILL THE NEXT TIME.

YOUR PRESIDENT
EDGAR A. May

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NOTICE to NEWSLETTER EDITORS

Please check the weight of the newsletters before mailing them. Although I have been involved in the exchange of newsletters for over four years, I have had to pay postage for three User Groups in the passed four weeks. It is certainly not a matter of big money, just an inconvenience (I have to take the red notice card to a clerk, and pay the postage) before I can get the newsletter. ...and secondly, it's unfair.

So if you would check that for me, I would appreciate it.

Thanx...Chick

P.S. We inadvertently gave you folks a wrong P.O. Box number on the 'change of address' notice we mailed. The correct number is P.O. Box 7746. Sorry 'bout that.

J U N E 1 9 9 0						
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	▒▒	26	▒▒	28	29	30

M E E T I N G N I G H T

Normally the LA 99er meetings are held on the 4th Wednesday of each month, but another organization required EVERY Wednesday in June, and we were asked to choose another day. In short, the date for this month's meeting is the 26th. ...the 4th Tuesday!

WORD FUN

By Earl Raguse

The source of this strange test is completely unknown. I originally encountered a shorter list on the Parsons (ES) Pasadena commuter van. No answers were provided, but after many trips, we worked out answers that fit, not the right ones maybe, but they worked per the instructionbs below.

No one seems to know WHAT the test tests: certainly not intelligence, or engineering skill, but getting most of them may carry a message about your personality. I would rather not say what. I added at least half of the following in an attempt to use all the numbers from 1 to 100, as you can see, I did not succeed. If you are able to supply additional ones please contact us. Answers will be supplied you on request. Contact the Editor, or

Earl Raguse
17161 Edwards Street
Huntington Beach,
CA 92647.

INSTRUCTIONS: Each quotation below contains the initials of the words of a saying, fable, song, poem, etc. related to the preceeding number. Your job is to figure out the words. For example, 3 L P would be 3 Little Pigs, the number is part of the solution and is not even related to the number of letters or words. You may need to add "is" or "is the" after some numbers.

Good Luck! You will need it. If you do get all the answers, maybe you are some kind of genius. Oops!! this thing is not supposed to test for geniosity.

1 W on a U
2 W I T T T
3 B M (S H T R)
4 S in a C D
5 D in a Z C
6 H a B D-1
7 W of the W
8 N in a M O
9 P in the S S
10 D in a D
11 P on a F T
12 S of the Z
13 C in a B H
14 D in a F
15 XV in R N
16 S M on a D M C
17 B by M T
18 H on a G C
19 O L T a S
20 N in a D
21 A of C for M
22-23 nothing
24 B B B in a P
25 Y of the S W A
26 L of the A
27 nothing
28 D in F
29 D in F in a L Y
30 D H S
31 D is W the R H C F
32 D F at which W F
33 - 38 nothing
39 A of J B
40 D and N of the G F
41 Y of P H A
42 G in a B of O
43-44 nothing
45 C of a C F F R
46-47 nothing
48 C in a P D
49 S T S
50 W T L Y L
51 nothing
52 W in a Y of the G C
53 C in a P D W O J M
54 C in a D (with J)
55-56 nothing
57 H V
64 S on a C B
66 R to get Y K O
76 T in the B P
77 S S
87 F S and S
88 P K
99 B of B on the W
100 P P in a W
101 D
200 D for P G in M
1000 W that a P is W
1001 A N

TECHNOSPEAK
By Earl Raguse

Some people, especially government employees and most all of computer programmers, speak in a language which is a bit strange to the mediocre mind, like mine. The following are some tongue in cheek examples. See if you can decipher them. They are often heard old sayings. Ancient adages, which are impinging on one's otological appuratus with an intermittent regularity. Well you get the idea. If you can't figure these out call me at 714/847-5875. (Or look elsewhere herein. Ed)

1. Avian species of identical plumage congregate.

2. Freedom from encrustations of noxious substance is contigous to conformity with devine prescription.

3. Pulcritude possesses solely cutaneous profundity.

4. A superannuated canine is immune to indoctrination in innovative maneuvers.

5. Ululate not, over precipitated lactal secretion.

6. All that coruscates with resplendence will not assay auriferous.

7. The existence of visible vapors from ignited carbonaceous materials confirms conflagration.

8. Mendicants are interdicted from elective recipiency.

9. Probity gratifies reflexively.

10. Male cadavers are unyielding of testimony.

11. Inhabitants of vitreous edifaces illadvisedly catapault petreous projectiles.

12. Ergonomia exclusive of diversion renders John a hebetudinous progeny.

13. He who cachinates ultimately, cachinates optimally.

14. Abstenation from speculatory undertaking precludes attainment.

15. Missiles of ligneous and nonmetalic mineral consistency have a potential for fracturing my osseous structure, but malicious appelations are eternally innocous.

16. A circumgyratory petrous mass agglomerates but a modicum of genus lycopodium.

ANATOMY QUIZ
By Earl Raguse

Can you name at least 9 body parts which have only three letter names? All the names are in everyday use, so a medical degree is of little value. If you get stuck, see a list of 10, 3-letter body part names elsewhere in this newsletter.

* * * * *

NEW SOFTWARE COMPANY

KB COMPUTER CONCEPTS is a new TI-99/4A software supplier, headed by Keith Bergman. The company is located at 653 1/2 Fair Ave NW, New Philadelphia, OH 44663 and is offering a free catalog of its products. Items in the catalog include SPINNER, a wheel of Fortune type game for 1 to 3 players and "phrase disks" for SPINNER offering different phrases for the game. The game sells for $12 and each phrase disk is $5. Contact the supplier direct to get the catalog or to order.

VAST NEWS

TI-BASE COMMAND FILE MERGE UTILITY

Bill Gaskill Grand Junction, Colo.

One of the neatest features found in TI-Base V3.0 is the ability to program inverse video into your command files. While you can "inverse" everything that is displayed on a screen with the SET INVERSE ON directive, there are many times when you would probably want to only have certain portions of the screen displayed as inverse video. An example might be to highlight the length of an input field. This can be done by adding the number 128 to the ASCII code for the character(s) to be inversed, and then holding down the Ctrl key and typing in the resultant value. For example, you would type in Ctrl 160 to highlight a blank space (32+128=160). Since the ASCII value for a blank space is 32, you would add 128 to it to arrive at 160. If you had a 10 character input field, Ctrl 160 would be keyed in 10 times in the TI-Base command file editor, in the WRITE statement for the line that was to display the input prompt.

The purpose for the Extended Basic program below is to allow command files created in TI-Base to be joined so that features such as selective inverse video can be programmed into a larger file and then be saved. Currently, a command file created in TI-Base's resident command file editor can only be about 50 lines long, even though the TI-Base program itself can read and interpret command file of virtually any length. While 50 lines may be adequate for many purposes, it does not allow enough space for really sophisticated applications like custom input screens and menus. Since you MUST use the resident command file editor to create selective inverse video, larger command files with selective inverse video simply cannot be created.

When TI-Base began supporting DV/80 command files in V1.1 I began using TI-Writer to create them. This allowed me to create files as large as I wanted without fear of getting that dreaded "can't get dynamic memory" error message. But files using selective inverse video control characters can't be created nor loaded into TI-Writer (it locks the program up), so I decided that the solution was to create the files in segments in the TI-Base command file editor and then merge them into one large file.

The MERGETIB program listed below does just that, and it retains the selective inverse video control characters in the process. It is set up to merge two command files of any size into a single command file that is automatically saved in the /C format that TI-Base requires. When you start the program it prompts you for the path and name of the first half of your command file and then the path and name of the second half. Finally, you enter the path and name of the file that will be saved for use in TI-Base. You DO NOT have to add a /C to any of the file names entered. The program does that for you.

You may specifiy any path, including WDS1 for hard drives and you may also build in directory names. The only limit is the 28 character limitation of the ACCEPT AT statement in Extended Basic. When you are done the resultant command file may be activated in TI-Base with the normal DO FILENAME command, and your inverse video will appear as planned.

Although MERGETIB only accepts two files at a time, you can of course merge as many segments as desired. If you had a four segment command file you would simply merge segments 1 and 2 and save them as say segment A. Then you would merge segments 3 and 4, saving them as say segment B. Finally, you would merge segments A and B and save them as the final command file name that you wished to use in TI-Base.

```
1 !TI-Base command file
   merge utility
   05/12/90
2 !Bill Gaskill
   Box 2642
   Grand Junction, Colo.
   81502
100 CALL SCREEN(4):: FOR I=0
 TO 14 :: CALL COLOR(I,2,3)
: NEXT I :: CALL CHAR(126,"0
0FF"):: ON ERROR 360
110 DISPLAY AT(2,1)ERASE ALL
:" Command File Merge Utilit
y":RPT$("~",28):: CALL KEY(3
,K,S)
120 DISPLAY AT(4,1):"Enter t
he name of the first command
 file segment:": :"DSK1.FILE
1"
130 DISPLAY AT(9,1):"Enter t
he name of the secondcommand
 file segment:": :"DSK1.FILE
2"
140 DISPLAY AT(14,1):"Enter
the name of the merge file t
o save them as:": :"DSK1.FIL
E"
150 DISPLAY AT(19,1):"Correc
t? (Y/N):" :: DISPLAY AT(24,
1):"DO NOT ADD ""/C"" TO FIL
ENAME."
160 ACCEPT AT(7,1)BEEP SIZE(
-28):IN1$ :: IN1$=IN1$&"/C"
170 ACCEPT AT(12,1)BEEP SIZE
(-28):IN2$ :: IN2$=IN2$&"/C"
180 ACCEPT AT(17,1)BEEP SIZE
(-28):ON$ :: ON$=ON$&"/C"
190 ACCEPT AT(19,16)BEEP SIZ
E(1)VALIDATE("YN"):YN$ :: IF
 YN$<>"Y" THEN 120
200 IF IN1$=ON$ THEN 350
210 IF IN2$=ON$ THEN 350
220 OPEN #1:ON$,UPDATE,DISPL
AY ,VARIABLE :: OPEN #2:IN1$
,INPUT ,DISPLAY ,VARIABLE ::
 DISPLAY AT(21,1):"Reading f
rom:":IN1$
230 LINPUT #2:A$ :: DISPLAY
AT(19,1):A$ :: PRINT #1:A$ :
: Y=Y+1 :: DISPLAY AT(24,1):
"Lines saved:";Y
240 IF EOF(2)THEN CLOSE #2 E
LSE 230
250 OPEN #3:IN2$,INPUT ,DISP
LAY ,VARIABLE :: DISPLAY AT(
21,1)BEEP:"Merging from:":IN
2$
260 LINPUT #3:A$ :: DISPLAY
AT(19,1):A$ :: PRINT #1:A$ :
: Y=Y+1 :: DISPLAY AT(24,1):
"Lines saved:";Y
270 IF EOF(3)THEN CLOSE #3 E
LSE 260
280 CLOSE #1 :: CALL HCHAR(2
0,1,32,160)
290 DISPLAY AT(23,1):"Print
Merged Command File?" :: ACC
EPT AT(23,27)SIZE(1)VALIDATE
("YN"):YN$
300 IF YN$<>"Y" THEN END ELS
E DISPLAY AT(23,1):"Printer:
"
310 ACCEPT AT(23,9):PR$ :: O
PEN #1:ON$,INPUT ,DISPLAY ,V
ARIABLE :: OPEN #2:PR$,OUTPU
T
320 LINPUT #1:B$ :: IF EOF(1
)THEN 340
330 PRINT #2:B$ :: GOTO 320
340 DISPLAY AT(23,1):"Printi
ng Completed..." :: CLOSE #1
 :: CLOSE #2 :: END
350 DISPLAY AT(21,1):"Output
 file can't have same name a
nd drive as input file" :: G
OTO 120
360 RUN
```

Did you know that...?

by Chick De Marti June 1990

FAREWELL ISSUE

After four years of producing Did you know that...? I feel it's time to move on. By now most of you as much (or more) about the TI as I do...and besides, I'm just plain due for a change. For the last two(+) years I have also been writing a column in the TICO TOPIC newsletter of the TRI-VALLEY 99er. The column is called 'The Cracker Barrel and in this column I have a little more freedom to drift away from strickly Computer talk. We discuss things like:
'The therapeutic Value of talking To Yourself' (What man hasn't felt better after stalking out of the house muttering to himself, "She can't tell ME what to wear!"?).

Oh yes! I will continue to enlighten you with strange quirks of the TI that I stumble onto. And yes! I will continue to submit my articles to TRI-VALLEY 99ers. but both will receive the same pages.

And One more thing, I intend to make the column 3 pages long, and forego the occasional 'Bonus Page'

With that off my chest, let's get down to business.

RAMBLES

by Stephen Shaw, England

I found this in the TIsHUG News Digest of Australia. In it Stephen says, "...one aspect of Basic not exactly covered in your manuals is the use of **AND** in a compacted data type situation.

Let us say we have a user group whose members have different items of equipment. Lets allocate powers of two to each item of equipment:

```
CONSOLE  =  0
EX BAS   =  2
```

(more next column)

(RAMBLES cont.)

```
32K        =  4
SSSD disk  =  8
DSSD disk  = 16
PIO        = 32
MODEM      = 64 etc up to 32K.
```

Now add up the values of the items of equipment each member has, and obtain a total. We can find out from the total -which occupies only 8 bytes!-by use of the **AND** operator, thus:

```
INPUT "MEMBER TOTAL:":TOTAL
IF TOTAL AND 2 THEN PRINT "M
EMBER HAS EX BAS"
IF (TOTAL AND NOT 4) = TOTAL
THEN PRINT "MEMBER DOES NOT
HAVE 32K RAM"
```

Get the idea? Try it out!

And so I did (tho I don't understand the part about "...occupies 8 bytes) and wrote this little routine to try it out.

```
10 CALL CLEAR
20 PRINT "CONSOLE =  0 ... E
X BAS =  2"
30 PRINT "32K     =  4 ... S
SSD   =  8"
40 PRINT "DSSD    = 16 ... P
RINTER= 32"
50 PRINT "MODEM   = 64" :: P
RINT : :
60 INPUT "Member total :":TO
TAL"
70 IF TOTAL AND 16 THEN PRIN
T "Double sided!"
80 GOTO 10
```

Sure as shooting, I entered 20 (16 and 4) and the program responded, "Double sided!". The same for 26 and 62! And when I entered 42 (32,8, and 2) there was no response (therefore no double sided drive. Then an idea struck me, the zero seemed ignored??

(the plot thickens...)

(the plot continues...)

So this time I entered 0 meaning I only own a console...but there was no response. Hum, this only proves I don't have double sided. So I made a samll change:

```
70 IF TOTAL AND 0 THEN PRINT
 "Console!"
```

I ran the program again, entered 0 and received no response? meaning I don't own anything???

I can only guess that it has something to do with two negatives make a positive, or is it, two positives make a negative...Im not positive!

As long as I had started this project, I thought I'd finish it. The following might be a routine a club would have for keeping the data on equipment for each member. Add these lines to the above:

```
60 PRINT "Member A total is
14":"Member B total is 50"
70 PRINT "Member C total is
46":"Member D total is 118"
80 DISPLAY AT(11,1)BEEP:"Whi
ch member :"
90 ACCEPT AT(11,15)SIZE(-1)B
EEP:M$
100 RESTORE
110 DATA A,14,B,50,C,46,D,118
120 FOR @=1 TO 4 :: READ MEM$
,TOTAL
130 IF M$=MEM$ THEN 160
140 NEXT @
150 PRINT "Try again..." ::
GOTO 240
160 DISPLAY AT(L,3):"Member
 ";M$;" has" :: L=L+1
170 DISPLAY AT(L,10):"Conso
le" :: L=L+1
180 IF TOTAL AND 2 THEN DIS
PLAY AT(L,10):"X-Basic" ::
L=L+1
190 IF TOTAL AND 4 THEN DIS
PLAY AT(L,10):"32K Ram" ::
L=L+1
200 IF TOTAL AND 8 THEN DIS
PLAY AT(L,10):"Sssd Disk" :
: L=L+1
210 IF TOTAL AND 16 THEN DIS
PLAY AT(L,10):"Dssd Disk" ::
 L=L+1
220 IF TOTAL AND 32 THEN DIS
PLAY AT(L,10):"also A Printe
r" :: L=L+1
230 IF TOTAL AND 64 THEN DIS
PLAY AT(L,10):"and a Modem"
:: L=L+1
240 L=L+1 :: DISPLAY AT(23,5
)"Another one (Y/N) :"
250 ACCEPT AT(23,24)SIZE(-1)
:YN$
260 IF YN$="Y" OR YN$="y" TH
EN L=12 ELSE GOTO 290
270 FOR WIPE=11 TO 23 :: DIS
PLAY AT(WIPE,1):"" :: NEXT W
IPE
280 GOTO 100
290 END
```

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TI-Base Hint

(also from Stephen Shaw's RAMBLES)

"Having spent 5 months indexing the TI*MES (newsletter), I then set out to right-justify the page numbers by adding a zero in front of single digits as follows:

```
REPLACE PAGE WITH "01" ;
FOR PAGE = "1"
```

I made the drastic mistake of not using a copy file, and the jolly thing went and changed all the pages 1,10,11,12,13...19 to 01. End of index to aTI*MES for a little while.

Moral: Never assume any program acting on a file is going to work as you think it will- always use a copy file and retain the original for some time! REMEMBER- when using TI-Base, the comparison is with the 1st N letters only, where N is the length of the test string. It should be:

```
REPLACE PAGE WITH "01"  ;
FOR (PAGE=1) .AND. (PAGE<"10")
```

I'm out of coffee,
See you next month
- - C H I C K - -
~~~~~~~~~~~~~~~~

Did you know that...? Bonus Page

by Chick De Marti June 1990

BIGGEST LITTLE COMPUTER

"Computers are getting smaller than ever, except in Boston. There on Museum Wharf overlooking the harbor, the worlds largest micro-computer takes shape!" This rev-elation was made by COMPUTE! Mag. April '90 issue, as it describes a giant two-story-walk-through com-puter being built. You'll be able to walk inside this one-of-a-kind WORKING computer,and "...see what it is doing, with flashing lights (and) whole room-fulls of gadgets ...all doing interesting tasks".

The Computer Museum which attracts close to one million visitors each year,boasts of such things as:

"A unique computer fashioned out of Tinker Toys and fishing line (that) plays World-class Tic Tac-Toe". Also sixty hands-on displays, including many "arti-cial Intelligence (demos) and Robotics".

One of the artifacts displayed is the 'Whirlwind Computer', de-veloped in 1951 by MIT. Because of it's size, it was loaded to be sent to a junk pile and was rescued by the museum in 1974.

The primary purpose of the museum is to erase the fear of computers that a major portion of civilization has and "...show all of the applications of personal computing, from music to art, to organizing your life,allocating your money, communications, and learning."
to have accomplished it's goal.

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"Just as your body casts a shadow involuntarily, so you continually and involuntarily effect the lives of people around you by are actions". (anon)

FUN WITH PROGRAMMING

Try these quickies out:

```
10 ! ---LAZER---
20 FOR REPEAT=1 TO 2
30 FOR I=800 TO 405 STEP -35
40 CALL SOUND(-50,I,0,-6,0)
50 NEXT I
60 NEXT REPEAT
70 CAL KEY(0,K,S):: IF S=0 T
HEN 70
80 GOTO 20
```

```
10 ! ---ECHO,echo,...---
20 F=500
30 FOR DB=0 TO 31 STEP 4
40 CALL SOUND(-10,F,DB)
50 FOR DELAY=1 TO 10 :: NEXT
 DELAY
60 CALL SOUND(-10,990-F,DB)
70 FOR DELAY=1 TO 10 :: NEXT
DELAY
80 NEXT DB
```

For those who have a copy of my "PROG/START", here are the character definitions used in my "PROFESSIONAL BORDERS". You might like to add it to PROG/START as a sub-routine.

```
RTOP$="0000001F101010"
LTOP$="000000F8080808"
 TOP$="000000FF"
RBOT$="101010101F"
LBOT$="00000008F8"
 BOT$="00000000FF"
RIGHT$="RPT$("08",8)
 LEFT$="RPT$("10",8)
```

"I haven't lost my mind! I"ve got it archived on a disk here somewhere." (A quote by R.A.Green, of Uttawa)

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I'm out of coffee,
See you next month
- - C H I C K - -

The CRACKER BARREL

June 1990

Reaffirmation

In the tradition of the old West the miners, cowboys, and farmers met at the neighborhood general store after their daily chores had been completed. It was a place to tell stories, gossip at bit, but I believe mostly a place to share ideas. That is and will be the format of our meetin' place. If you have anything to share, it is welcome here. The items presented here may not be directly related to the TI/994A,but will be of interest to people like us...intelligent, inquisitive,imaginative,good looking, etc. So kick up your feet and set a spell at the CRACKER BARREL.

SOVIET SURPRISE

Among all the other surprises to come out of Russia is the revelation that in Dec.1989 the Soviets established the first computer bulletin board in the Soviet Union. And it is being besieged by calls from around the world.

It is not a technical marvel; it runs on 640K of memory on a 8Mhz (mega-hertz) XT with a 40 MB hard-disk. It was set up in the "Estonian city of Tallinn, 50 miles across the Baltic Sea from Helsinki Finland." reports Preston Gralla in his column of the March issue of PC/Computer. "Despite a great deal of line noise, which makes communication with the board difficult," Gralla concedes, it maintains a, "window to the world. The board supports a heavy amount of local traffic and a fair amount of international messages. (Much of the board's business is done in English) English). The phone number? It is 0142-422-583."You can't dial direct from the U.S.. You will have to bracch to a voice phone and get the A T & T operator to dial for you.The sysop is Jussi Pulkkinen Isokaarri.

WHAT'S NEW ?

Apple Global Education (AGE) is helping to keep students and their teachers, "from over 22 countries into daily communication with each other through Macintosh computers connected to AppleLink." AppleLink runs through General Electric Information Service.

Events such as The California earthquake and the crash of the Berlin Wall are announced "...thru the first hand accounts of children in or near the effected areas".(Can you imagine how refreshing these accounts must be?)

It appears these will be the, 'Pen-pals' of the future!

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PRIVATE EYE:

The Syberspace Corp.,in Norcross Georgia, is introducing a 6lb laptop, the size of a normal keyboard but it contains a 200MB hard-drive, a 1.44MB (1 1/4 million) floppy,and a 16 Mhz processor. The screen(?) is a 2' PC which is to be suspended over one eye. Using a magnifying lens and a mirror assembly,the viewers see, "...what appears to be a 12', red on black screen as viewed from a distance of 2 feet." This information was found in the March issue of PC/Computing. It continues "(the screen)...provides a resolution of 720 by 280," which will provide a 25x80 display.
The price in 1988 was $5,000, but starter kits are $495.
(This info. thanx to the article by Fredrick Paul).

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A QUICKIE

What are the 3 most frequently used street names in America??

ERROR PROTOCALS:

Ever wonder how does the error checking work when sending or when receiving via xmodem, ymodem, or zmodem?

The sending station sends the information in groups (blocks) of data. To insure the data being received is the same as the data sent, it performs a math operation on each block. The operation it performs and the result is attached to the 'block' before sending it to the receiving station. This operation is called a Cyclical Redundancy Check (CRC).

At the receiving end, the CRC is separated from the block and the math operation is performed again. The two results are compared. If they match, an acknowledgement, (ACK) is returned to the sender. the two do not match, the block is refused and a Negative Acknowledgement (NAK) is returned to the sender, which must then re-send the block. A simply example of this type of routine might be:

```
1 ! SAVE "DSK1.MY-CRC"
10 ! ---a sample block---
20 BLOCK$="HOW ARE YOU"
30 !  --BLOCK$ is down into
  ASCII value of each char.
40 FOR T=1 TO LEN(BLOCK$)
50 A=ASC(SEG$(BLOCK$,T,1))
60 TOT=TOT+A
70 NEXT T
80 ! --check TOT with SENT--
      (the result of BLOCK$
     at the sending station)
90 IF TOT<>SENT THEN PRINT "
NAK" :: GOTO 20
100 PRINT "ACK"
110 STOP
```

Below is a demo of a receiving station comparing several messages.

```
1 ! SAVE "DSK1.MY-CRC/VS2"
10 ! **********************
     ---Routine to demo---
         CRC  procedure
20 !    by Chick De Marti
     **********************
30 L=5 :: CALL CLEAR
40 TITLE$=" CYCLICAL REDUNDA
NCY CHECK"
50 FOR J=1 TO 27 :: DISPLAY
AT(4,J)SIZE(1):SEG$(TITLE$,J
,1):: NEXT J
60 DISPLAY AT(8,L):"by Chick
 De Marti" :: DISPLAY AT(24,
1):" [Hit <ANY> key to trans
mit]"
70 CALL KEY(0,K,S):: IF S=0
THEN 60 ELSE CALL CLEAR
80 ! --BLOCK$ is a "BLOCK"
       to be transmitted--
90 FOR TRANS=1 TO 4
100 READ BLOCK$,REK
110 ! typical CRC procedure
120 FOR CHAR=1 TO LEN(BLOCK$
)
130 A=ASC(SEG$(BLOCK$,CHAR,1
))
140 TOT=TOT+A
150 NEXT CHAR
160 ! ---------------------
      here "TOT" is compared
      to "REK" (the results
170 ! at the receiving end).
180 DISPLAY AT(L,1):"Sent: "
;BLOCK$;TOT
190 FOR DELAY=1 TO 750 :: NE
XT DELAY ! For effect only
200 DISPLAY AT(L+1,1):"Rec>:
";BLOCK$,REK
210 IF TOT<>REK THEN DISPLAY
 AT(L+2,1)BEEP:".....NAK" EL
SE GOTO 230
220 DISPLAY AT(23,4):"Block
3 -- Try No.2" :: GOTO 240
230 DISPLAY AT(L+2,1):"ACKno
wleged"
240 L=L+4 :: TOT=0
250 NEXT TRANS
260 DISPLAY AT(23,3):"Transm
ission complete"
270 INPUT FINI$
280 END
290 DATA "How are you?",1090
,"Try to call me",1264,"I'll
 call again",1315,"I'll call
 again,1316
```

~~~~~~~~~~~~~~~~~

I'm out of coffee,
See you next month at
the CRACKER BARREL.
~~~~~~~~~~~~~~~~~

HOW TO REMOVE THE COVER FROM THE P-BOX

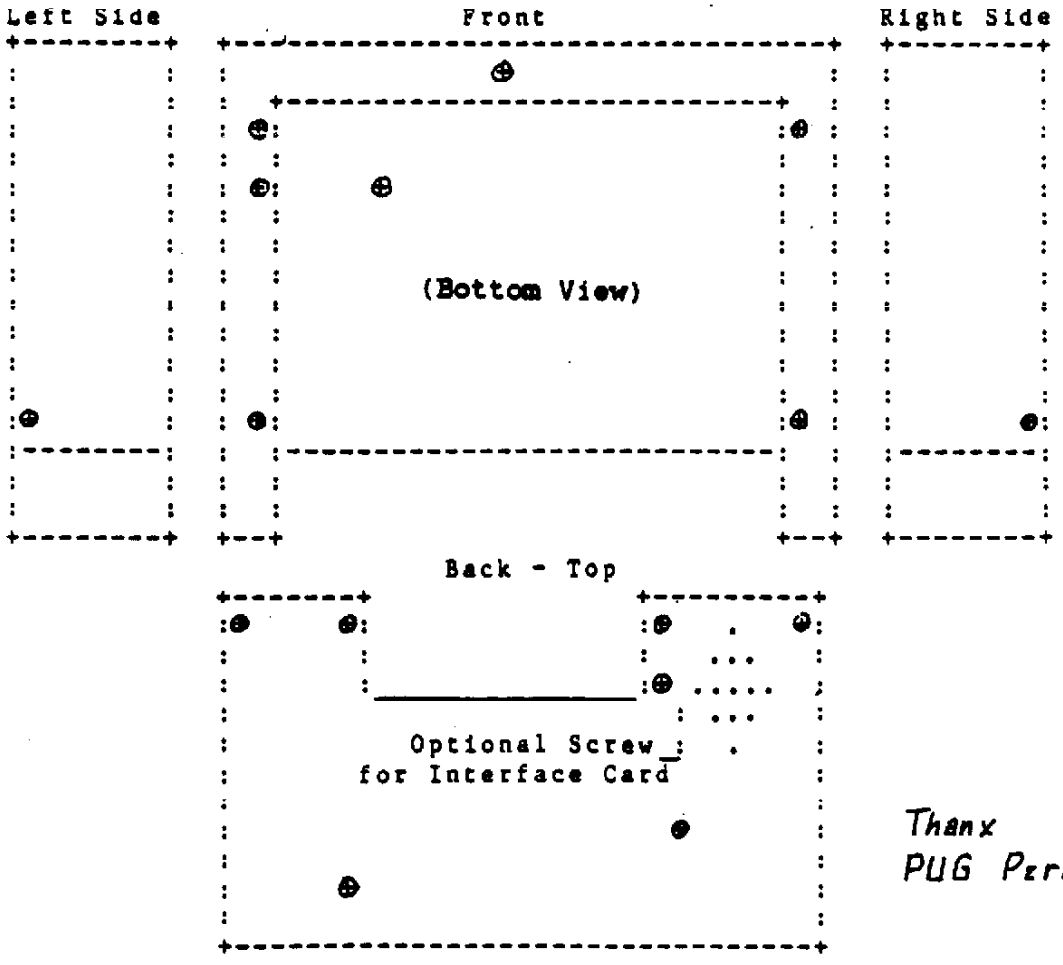
By: R.J. Bieber - The Southern Nevada Users Group

Removing the cover from the P-box is a very simple task. It involves nothing more than removing 15 screws and then carefully sliding out the chassis assembly.

Remove all cards from the P-Box.
Remove 1 screw from each side of the cover.
Remove 7 screws from the bottom.
Turn the P-Box on its face (Protect the Power Switch)
Remove 6 screws from the back.
Carefully lift the chassis assembly out of the case. It should slide out easily. DON'T force it or you may break the plastic light tubes!!

If the chassis assembly doesn't come out easily, then check to be sure all of the cover screws have been removed and try again.

Once you have removed the P-Box cover you have easy access to the card connectors, power supply and cooling fan making for an easy cleaning job. You'd be suprised how much dust the fan sucks in over a period of just a few years. While you're at it why not replace the noisy fan with a quieter whisper type fan.



Thanx
PUG Peripheral

TECHNOSPEAK ANSWERS
By Earl Raguse

1. Birds of a feather flock together.
2. Cleanliness is next to godliness.
3. Beauty is only skin deep.
4. You can't teach an old dog new tricks.
5. Don't cry over spilled milk.
6. All that glitters is not gold.
7. Where there's smoke there's fire.
8. Beggars can't be choosers.
9. Virtue is its own reward.
10. Dead men tell no tales.
11. People who live in glasss houses shouldn't throw stones.
12. All work and no play makes John a dull boy.
13. He who laughs last laughs best.
14. Nothing ventured nothing gained.
15. Sticks and stones will break my bones, but names will never harm me.
16. A rolling stone gathers little moss.

ANATOMY QUIZ ANSWERS
By Earl Raguse

Here are ten 3 letter body part names. (1) Toe (2) Leg (3) Hip (4) Rib (5) Arm (6) Ear (7) Eye (8) Jaw (9) Lip (10) Gum

If you know more, let us know.

STYLE A LINE A TINYGRAM
by Ed Machonis

TINYGRAM: A short program which can be typed in it's entirety on one screen without any program lines scrolling off the screen. Made popular, I believe, by Mike Stanfill of the Dallas TI Home Computer Group.

First let me make it clear that this is not a novelty program. It is a work horse, provided you have the work for it. What kind of work? Do you ever have to print just a line or two, such as a page header, an article or a title for a picture or a data-base printout? A credit line for a reprinted newsletter article, etc.,etc. Further, would you like to print it in Expanded Compressed Italicized Double Strike Underline type style? If so, this program is for you.

Don't let it's brevity fool you. You can use any of 128 type styles available on an Epson RX-80 & many compatibles...with line spacing and margin variations.

(Instructions follow the program)

```
1 ! *** STYLE A LINE ***
  a TINYGRAM by Ed Machonis
  QB-99ers, Bayside, NY
2 ! DIM P$(15):: FOR I=1 TO
15 :: READ P$(I):: NEXT I
3 OPEN #1:"PIO",VARIABLE 132
4 CALL CLEAR :: PRINT "1 PIC
A/RESET","9 PRINT TEXT","2
ELITE","10 INPUT TEXT","3 EX
PANDED","11 SUPERSCRIPT","4
COMPRESSED","12 SUBSCRIPT"
5 INPUT "5 EMPHASIZED 13 1/
2 LINE SP6 ITALIC 14 L
MARGIN 137 D'BLE STRIK 15 R
MARGIN 678 UNDERLINE ?":I
6 P$(9)=" "&TEX$ :: PRINT #1
:CHR$(27)&P$(I):: IF I=4 THE
N PRINT #1:CHR$(27)&CHR$(15)
7 IF I<>10 THEN 4
8 PRINT :"INPUT TEXT OR 'ZZZ
' FOR MENU" :: LINPUT TRY$
9 IF TRY$="zzz" OR TRY$="ZZZ
" THEN 4 ELSE TEX$=TRY$ :: P
RINT #1:TEX$ :: GOTO 8
10 DATA @,M,W1,,E,4,G,-1,,,S
0,S1,1,1,QC
```

(Instructions page 14)

WORD FUN ANSWERS
By Earl Raguse

Please help by supplying statements appropriate for the blank numbers.

1 Wheel on a Unicycle
2 is What It Takes To Tango
3 Blind Mice (See How They Run)
4 Suits in a Card Deck
5 Digits in a Zip Code
6 is a Half a Bakers Dozen - 1
7 Wonders of the World
8 Notes in a Musical Octave
9 Planets in the Solar System
10 Dimes in a Dollar
11 Players on a Football Team
12 Signs of the Zodiac
13 Cards in a Bridge Hand
14 Days in a Fortnight
15 is XV in Roman Numbers
16 Men on a Dead Man's Chest
17 is a Book by Mark Twain
18 Holes on a Golf Course
19 is One Less Than a Score
20 Nickels in a Dollar
21 is Age of Consent For Males
22-23 nothing
24 Black Birds Baked in a Pie
25 Year of a Silver Wedding Anniversary
26 Letters of the Alphbet
27 nothing
28 Days in February
29 Days in February in a Leap Year
30 Days Hath September
31 Days is What the Rest Have Except February
32 Degrees Farenheit at which Water Freezes
33-38 nothing
39 is thee Age of Jack Benny
40 Days and Nights of the Great Flood
41 is the Year of Pearl Harbor Attack
42 Gallons in a Barrel of Oil
43-44 nothing
45 is the Caliber of a Colt Forty Five Revolver
46-47 nothing
48 Cards in a Pinochle Deck
49 Seven Times Seven
50 Ways To Leave Your Lover
51 nothing
52 Weeks in a Year of the Gregorian Calendar
53 Cards in a Poker Deck With One Joker Missing
54 Cards in a Deck (with Jokers')
55-56 nothing
57 Heinz Varieties
64 Squares on a Checker Board
66 is the Route to get Your Kicks On
76 Trombones in the Big Parade
77 Sunset Strip
87 Four Score and Seven
88 Piano Keys
99 Bottles Of Beer On The Wall
100 Percentage Points in a Whole
101 Dalmations
200 Dollars for Passing Go in Monopoly
1000 Words that a Picture is Worth
1001 Arabian Nights

(Instructions for STYLE A LINE)

At the menu, it is always best to select "1" to clear the printer. If your printer does not support a master reset code turn it of & on to clear it.

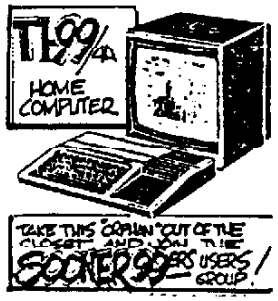
Combine styles by successive selections. Select option "10" to input text.

To change type style, or do repeated printings of the same text, typing "zzz" or "ZZZ" will return you to the menu. Option "9" reprints the same text and styles can be changes as required. To input new text select option "10"

NOTE: When in the text mode, pressing ENTER with no text input will print a blank line.

Watch those commas in line 10 and the next to last data item is a lower case "L", not a "one"

~~~~~~~~~~~~~~~~~



(A good idea)
JOIN A USER GROUP !
~~~~~~~~~~~~~~~~~

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05/20/90

CALIFORNIA STATE SALES TAX 6.75 %

MAILING $0.30 PER OUNCE (USA)

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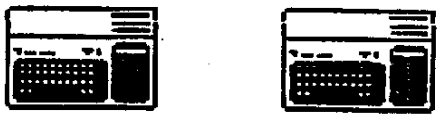
72	ARTIST BORDERS #2	ASGARD SOFTWARE	5.25	6.95	2
90	ARTIST ENLARGER	ASGARD SOFTWARE	8.25	9.95	2
119	ARTIST FONTS #1	ASGARD SOFTWARE	5.25	7.00	2
120	ARTIST FONTS #2	ASGARD SOFTWARE	5.25	7.00	2
122	ARTIST FONTS #4	ASGARD SOFTWARE	5.25	7.00	2
123	ARTIST FONTS #5	ASGARD SOFTWARE	5.25	7.00	2
81	ARTIST INSTANCES #1	ASGARD SOFTWARE	6.95	7.95	2
82	ARTIST INSTANCES #2	ASGARD SOFTWARE	6.95	7.95	2
83	ARTIST INSTANCES #3	ASGARD SOFTWARE	6.95	7.95	2
85	ARTIST INSTANCES #5	ASGARD SOFTWARE	6.95	7.95	2
87	ARTIST INSTANCES #7	ASGARD SOFTWARE	6.95	7.95	2
88	ARTIST INSTANCES #8	ASGARD SOFTWARE	6.95	7.95	2
77	BATCH-IT	ASGARD SOFTWARE	17.98	19.95	3
91	CALENDAR MAKER 99	ASGARD SOFTWARE	14.25	19.95	3
126	CALENDAR MAKER UTIL	ASGARD SOFTWARE	7.50	13.00	2
127	CASSETTE LABELLER	ASGARD SOFTWARE	7.50	10.00	2
128	COLUMN ATTACK	ASGARD SOFTWARE	3.75	5.00	2
73	DINOSAURS	ASGARD SOFTWARE	8.95	9.95	3
132	ELECTRONIC GOURMET 1	ASGARD SOFTWARE	3.75	5.00	2
78	EZ-KEYS PLUS	ASGARD SOFTWARE	11.25	14.95	4
34	FONT WRITER II	ASGARD SOFTWARE	7.50	9.95	3
139	GRAPX SIDESHOW	ASGARD SOFTWARE	4.50	6.00	2
155	KARATE CHALLENGE	ASGARD SOFTWARE	7.50	10.00	1
80	LEGENDS	ASGARD SOFTWARE	19.95	22.95	5
101	LEGENDS II: SEQUEL	ASGARD SOFTWARE	14.95	17.95	4
156	MISSION DESTRUCT	ASGARD SOFTWARE	7.50	10.00	2
108	MUSIC PRO	ASGARD SOFTWARE	13.50	18.00	3
142	OLIVER'S TWIST.	ASGARD SOFTWARE	5.95	8.00	2
103	PAGE PRO 99	ASGARD SOFTWARE	18.75	24.95	4
93	PREDITOR	ASGARD SOFTWARE	14.95	19.95	3
74	QUICK RUN	ASGARD SOFTWARE	8.95	9.95	2
79	RAM*BOOT	ASGARD SOFTWARE	8.95	9.95	2
146	SPORT PICS	ASGARD SOFTWARE	7.50	10.00	2
149	THE VOLCANO FORTRESS	ASGARD SOFTWARE	5.95	12.00	2
151	TOTAL FILER	ASGARD SOFTWARE	7.50	10.00	2
75	TYPEWRITER 99 DISK	ASGARD SOFTWARE	13.95	14.95	5
152	WITCH BREW	ASGARD SOFTWARE	3.98	8.00	2
154	ZOOM FLUME	ASGARD SOFTWARE	5.95	8.00	2
121	ARTIST FONTS #3	ASGARD SOFTWARE	5.25	7.00	2
36	STRING MASTER	BYTEMASTER COMPUTER	16.00	18.00	6
61	HARDWARE REPRINT	CHICAGO USERS GROUP	6.50	8.00	13
102	TI-WRITER SUPPLEMENT	CHICAGO USERS GROUP	6.56	7.00	8
69	CARDS 4ALL OCCASIONS	COMPRODINE	9.00	10.00	2
107	ARTIST PRINT SHOP	COMPRODINE INC.	22.50	25.00	4
105	CARD,FLYER GRAPHICS	COMPRODINE INC.	9.00	10.00	2
68	COLOR FLYER	COMPRODINE INC.	18.00	20.00	2
65	FORM SHOP	COMPRODINE INC.	14.00	15.00	2
64	GIANT ARTIST POSTER	COMPRODINE INC.	14.00	15.00	2
62	JIFFY CARD	COMPRODINE INC.	14.00	15.00	2
63	JIFFY FLYERS	COMPRODINE INC.	9.00	10.00	1
106	LIVING TOMB	COMPRODINE INC.	13.50	15.00	2
40	PICTURE IT	COMPRODINE INC.	9.00	10.00	3
66	PRINT-IT	COMPRODINE INC.	12.00	13.00	3

66	PRINT-IT	COMPRODINE INC.	12.00	13.00	3
104	WAR ZONE	COMPRODINE INC.	9.00	10.00	2
96	GENIAL TRAVELER #2	GENIAL COMPUTERWARE	25.00	30.00	7
97	GENIAL TRAVELERS	GENIAL COMPUTERWARE	4.95	6.95	2
95	GENIAL TRAVELER #1	GENIAL COMPUTERWORE	25.00	30.00	7
118	BANNER '99	GREAT LAKES SOFTWARE	7.70	10.00	2
113	CERT.'99! COMP #1	GREAT LAKES SOFTWARE	7.50	10.00	2
114	CERT.'99! COMP #2	GREAT LAKES SOFTWARE	7.50	10.00	2
112	CERTIFICATE '99! 2.0	GREAT LAKES SOFTWARE	14.95	20.00	2
116	CLIP ART DISK #2	GREAT LAKES SOFTWARE	7.50	10.00	1
117	EX.BUSINESS GRAPHICS	GREAT LAKES SOFTWARE	7.50	10.00	2
115	JOY PAINT'S PAL	GREAT LAKES SOFTWARE	7.50	10.00	2
38	JOY PAINT 99	GREATLAKES SOFTWARE	17.95	24.95	3
33	DISPLAY MASTER	INSCEBOT INC.	12.00	15.00	2
32	TI ARTIST EXTRA	INSCEBOT INC.	6.00	7.95	2
31	TI ARTIST PLUS!	INSCEBOT INC.	20.00	24.95	6
35	TI BASE V3.00	INSCEBOT INC.	20.00	24.95	6
98	TI-SORT V1.02	INSCEBOT INC.	11.95	14.95	6
109	AV-INDEX	JP SOFTWARE	12.00	15.00	2
11	BROWSE	JP SOFTWARE	9.00	10.00	2
110	CHAIN-INK	JP SOFTWARE	10.25	12.00	2
9	FIRST BASE V1.1	JP SOFTWARE	41.00	49.95	13
13	FONT PACK #1	JP SOFTWARE	9.00	10.00	2
14	FONT PACK #2	JP SOFTWARE	9.00	10.00	2
6	GRAM PACKER	JP SOFTWARE	9.00	10.00	2
5	GRAPHICS EXPANDER	JP SOFTWARE	8.25	10.00	2
4	HYPERCOPY	JP SOFTWARE	16.50	20.00	2
111	IDENTIFILE	JP SOFTWARE	12.00	15.00	2
12	PC-TRANSFER	JP SOFTWARE	21.00	25.00	2
100	PC-TRANSFER UTILITY	JP SOFTWARE	8.25	10.00	2
2	PICTURE TRANSFER	JP SOFTWARE	26.00	30.00	2
10	REMIND ME!	JP SOFTWARE	12.00	15.00	2
3	TRIAD	JP SOFTWARE	16.50	20.00	2
8	XB-BUG	JP SOFTWARE	12.00	15.00	2
7	XBASHER	JP SOFTWARE	9.00	10.00	2
57	ASSEMBLY DIGEST	LA99 USERS GROUP	2.50	3.00	2
158	EXPLORER DSDD	LA99 USERS GROUP	15.00	17.50	2
159	EXPLORER DSSD	LA99 USERS GROUP	17.50	20.00	3
160	EXPLORER SSSD	LA99 USERS GROUP	20.00	25.00	5
43	FORTH BEGINNERS	LA99 USERS GROUP	2.50	3.00	2
44	FORTH NOTES #1	LA99 USERS GROUP	2.50	3.00	2
45	FORTH NOTES #2	LA99 USERS GROUP	2.50	3.00	2
46	FORTH NOTES #3	LA99 USERS GROUP	2.50	3.00	2
47	FORTH NOTES #4	LA99 USERS GROUP	2.50	3.00	2
48	FORTH NOTES #5	LA99 USERS GROUP	2.50	3.00	2
49	FORTH NOTES #6	LA99 USERS GROUP	2.50	3.00	2
49	FORTH NOTES #6	LA99 USERS GROUP	2.50	3.00	2
50	FORTH NOTES (#1-#6)	LA99 USERS GROUP	10.00	12.00	10
54	GRAM KRACKER FACTS	LA99 USERS GROUP	5.00	6.00	4
52	HANDY REFERENCE	LA99 USERS GROUP	2.50	3.00	2
51	LOGO DIGEST	LA99 USERS GROUP	2.50	3.00	2
55	NEWLETTER BEST	LA99 USERS GROUP	2.50	3.00	3
56	NEWLETTER BEST DISK	LA99 USERS GROUP	5.00	6.00	4
53	UTILITY PROGRAMS	LA99 USERS GROUP	8.00	9.00	5
99	WACKEY WORLD	LA99 USERS GROUP	2.50	3.00	2
27	TPA APPRECTICE	MCCANN SOFTWARE	26.00	30.00	5

28	TPA FONTS #1	McCANN SOFTWARE	9.95	12.00	2
19	ADVANCE DIAGNOSTICS	MILLERS GRAPHICS	18.50	20.00	3
20	DISKASSEMBLER V1.0	MILLERS GRAPHICS	18.50	20.00	4
21	GRAM UTILITY I	MILLERS GRAPHICS	10.00	12.50	1
22	MG GAMES	MILLERS GRAPHICS	18.50	20.00	1
57	NIGHT MISSION -CASS	MILLERS GRAPHICS	18.50	20.00	8
24	NIGHT MISSION -DISK	MILLERS GRAPHICS	18.50	20.00	8
26	ORPHAN CHRONICILES	MILLERS GRAPHICS	9.25	12.00	12
25	SPRITE PROGRAM BOOK	MILLERS GRAPHICS	6.25	8.00	5
60	PERSONAL AUDITOR	PRK DATABASIC	12.00	15.00	6
15	GPL ASSEMBLER V2.1	RYTE DATA	15.00	20.00	2
17	GPL LINKER	RYTE DATA	15.00	20.00	3
16	GPL OPCODES	RYTE DATA	15.00	20.00	4
18	SUPER CLOCK SUPPORT	RYTE DATA	13.50	15.00	2
70	DISKASSEMBLER V2.0	T AND J SOFTWARE	18.50	20.00	4
94	THE BUGGER	T AND J SOFTWARE	14.95	18.50	4
59	GPL INTERN BOOK	VTH	10.00	12.00	13
125	MY-ART COLORING BOOK	ASGARD SOFTWARE	7.50	10.00	2



LIBRARY

158 — 170

THE LA99ers USERS GROUP
IS EXCHANGING ITS
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CAN BE OBTAINED FROM
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THE USUAL PRICE
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.25 EACH MAILING USA

KEEP THIS LIST MORE
TO COME

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LOS ANGELES CA 90045

DISKNAME = 158
22 AVAIL 336 USED 17 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
BOING	.X	13	PGM		GAM	BREAK OUT BOUNCING BALL GAME	
BOWLING	.X	47	PGM		GAM	VIDEO BOWLING	
CADETTE	.X	14	PGM		PUT	DRAWING PROGRAM)	
CAL/BBS	.TEXT	48	D/V 80		MIS	BBS CALLED FILE	
CAT	.XB	15	PGM		UTL	CATALOG DISK & RUN PROGRAMS	
COLOR	.XB	2	D/V163		UTL	MERGE PART OF XB DISSEMBLER	
DIALAWORD	.XB	5	PGM		GAM	PHONE NUMBER WORD GAME	
LOAD	.XB	49	I/V254	Y	LUT	EXTENDED BASIC DISASSEMBLER	
PRINTMAZE	.XB	21	PGM		UTL	PRINTS A MAZE	
PRINTSOFT	.XB	46	PGM	Y	UTL	PRINTER SETUP	
STRIP	.XB	2	D/V163		UTL	SEE COLOR	
TE2/1200	.ASM	4	D/F 80		UTL	ORGINAL TE2/1200 BAUD UTL	
WALLSTREET	.X	27	PGM		BUT	KEEP TRACK OF STOCK	
WRDSRCH1	.BXB	11	PGM		UTL	PART 1 OF CREATE A WORD	SEARCH PUZZLE
WRDSRCH2	.BXB	20	PGM		UTL	PART 2 OF CREATE A WORD	SEARCH PUZZLE
XDC	.XB	6	D/V163		UTL	SEE COLOR	
XDCH1	.XB	6	D/V163		UTL	SEE COLOR	

DISKNAME = 159
26 AVAIL 332 USED 13 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
BTHU	.ASM	20	D/F 80		GAM	BREAK THRU GAME IN ASSEMBLY	E/A VERSION
BTHUDOC	.TEXT	24	D/V 80		DOC	DOCS FFOR BREAK THRU	
BTHUX	.XBM	39	D/F 80		GAM	XBASIC VERSION OF BREAK THRU	
LOAD	.XB	2	PGM		LUT	XBASIC LOADER FOR BREAK THRU	
READ-ME	.TEXT	3	PGM		DOC	EXPLAINS THIS DISK	
SCOPYM	.XM	19	D/F 80		UTL	MINI MEN/ONE DRIVE/DISK COPY	UTILITY
SCOPYM;S	.TEXT	57	D/V 80		SRX	SOURCE CODE FOR SCOPYM	
SCOPYX	.ASMT	17	D/F 80		UTL	MEM EXP/ONE DRIVE/DISK COPY	UTILITY
SCOPYX;S	.TEXT	50	D/V 80		SCR	SOURCE CODE FOR SCOPYX	
SCSUBS	.TEXT	29	D/V 80		SCR	SOURCE CODE FOR DSR'S FOR	SCOPY PROGRAMS
SUPERBEAST	.XB	30	PGM		GAM	TRAVEL THRU JUNGLE OBSTACLES	IN SEARCH OF THE SUPERBEAST
TIMER	.E	7	D/F 80		UTL	ASSEMBLER CLOCK	
TIMER/S	.E	35	D/V 80		SCR	SOURCE CODE FOR TIMER	

DISKNAME = 160
4 AVAIL 354 USED 12 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
DOTS	.	14	PGM	Y	GAM	PLAY THIS USING A LIGHT PEN.	
I&E/PEN	.	18	PGM	Y	GAM	ANOTHER USE FOR YOUR LIGHT.	
LIGHTPEN	.TXT	15	D/V 80	Y		CONSTRUCTION OF A LIGHT PEN.	
PACHEL	.	90	I/V254	Y	GAM	PLAY THIS WITH A LIGHT PEN.	
PASSDOC	.TXT	15	D/V 80	Y		DOCS. TO PASSWORD.	
PASSWORD	.EA 3	16	D/F 80	Y		PLAY WITH YOUR LIGHT PEN.	
PEN/MUSIC	.	4	PGM	Y	MUS	CREATE MUSIC WITH LIGHT PEN.	
SIMON/PEN	.	11	PGM	Y	GAM	MATCH SIMON WITH LIGHT PEN.	
SPACE	.	38	PGM	Y	GAM	GO INTO SPACE W/ LIGHT PEN.	
SYN/PEN	.	30	PGM	Y		SYNCRONIZED LIGHT PEN.	
W/MAP	.	71	I/V254	Y		LIGHT PEN GAME	
XLO/PEN	.	32	PGM		GAM	PLAY TIC TAC TOE	

DISKNAME = 161
5 AVAIL 353 USED 15 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATI
ALLEY-CAT	.	16	PGM		MUS	SONG BY SAME NAME.	
AMERICA	.	13	PGM		MUS	SONG BY SAME NAME.	
CLEMENTINE	.	5	PGM		MUS	OH MY DARLING, OH MY DARLING	
DOGGONE	.	38	PGM		MUS	SONG BY SAME NAME.	
FERNANDO	.	48	I/V254		MUS	SONG BY SAME NAME.	
NAMEYES	.	26	PGM		MUS	SONG BY SAME NAME.	
LOAD	.	4	PGM	Y		AUTO LOADER	
MASH-THEME	.	31	PGM		MUS	THEME FROM MASH.	
MUSIC3	.	22	PGM		MUS	ANOTHER DELIGHTFUL TUNE.	
NEWKID	.	52	I/V254		MUS	NEW KID IN TOWN.	
ORGAN-2	.	7	PGM		MUS	A WONDERFUL WONDERFUL ORGAN	
PENNYLANE	.	19	PGM		MUS	BEATLES PENNY LANE.	
SUNGLASSES	.	31	PGM		MUS	GET YOURSELF SOME CHEAP...	
SWEETHEART	.	13	PGM		MUS	SONG BY SAME NAME.	
TOCCATA	.	28	PGM	Y	MUS	ANOTHER GREAT TUNE, TOCCATA.	

DISKNAME = 162
7 AVAIL 351 USED 13 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATIO
REFORMAT	.	45	PGM		UTL	REFORMATS DV 80 FILES TO	21-80 CHARACTERS PER LIN
REFRMATDOC	.TXT	30	D/V 80			DOCUMENTATION FOR REFORMAT.	
SEARCH	.	51	D/F 80	Y	UTL	SEARCHES DV 80 FILES FOR ANY	KEYWORD YOU DESIRE.
SEARCH/DOC	.TXT	40	D/V 80	Y		DOCUMENTATION FOR SEARCH.	
SOUND01	.EA 3	7	D/F 80	Y	UTL	CASSETTE PORT FREQUENCY ANAL	
SOUND02	.EA 3	7	D/F 80	Y	UTL	CASSETTE PORT LIGHT SHOW.	
SOUNDS/DOC	.TXT	3	D/V 80	Y		DOCUMENTATION FOR SOUND PGM.	
SQUASHER	.	8	PGM		UTL	SQUASHES CHARACTERS SO YOU	PRINT MORE PER LINE.
TEXAS0	.	36	PGM	Y	MUS	SONGS ABOUT TEXAS W/GRAPHICS	
TOURDOC	.TXT	14	D/V 80			DOCUMENTATION FOR TOURIST.	
TOURFILE	.	52	I/V180		UTL	PART OF TOURIST.	
TOURIST	.	10	PGM		UTL	TOURIST INFORMATION. HELPS	YOU PLAN YOUR VACATION.
TOURWORK	.	48	I/V254		UTL	PART OF TOURIST	BILL KNECHT

DISKNAME = 163
12 AVAIL 346 USED 14 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATIO
BLACK	.	39	PGM		GAM	PLAY BLACK JACK IN VAGAS.	
CAT1/LO	.	19	PGM	Y	UTL	PART OF CATALOG PGM.	
CAT1/PGM	.	22	PGM	Y	UTL	PART OF CATALOG PGM.	
CAT2/PGM	.	40	PGM	Y	UTL	PART OF CATALOG PGM.	
CATALOG	.	21	PGM	Y	UTL	KEEP TRACK OF CSGD FILES.	
DATE	.	2	J/V 80		UTL	PART OF CSGD CATALOG.	
DIAMODROP	.	13	PGM		GAM	CATCH THE FALLING DIAMONDS.	
KOLA	.	40	PGM		GAM	HELP KOLA SAVE THE BABY.	
LOAD	.	26	PGM	Y	UTL	LOADER FOR CSGD CATALOGER	
PRINTER	.	3	I/F 32		UTL	PART OF CSGD CATALOGER.	
SORT	.	9	D/F 80	Y	UTL	SORTER FOR CATALOG PGM.	
TRESISLAND	.	30	PGM		GAM	GRAB TREASURES BEFORE PIRATE	CATCHES YOU.
WIZARDKEEP	.	41	PGM		GAM	TRY TO ESCAPE FROM WIZARD'S	KEEP.
WORDWORLDS	.	41	PGM		ED	MATCH WORDS AND SEE SOME	GREAT GRAPHICS, LEARNING

DISKNAME = 164
51 AVAIL 307 USED 9 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
ALBUMLEAF	.	46	PGM		MUS	SONG BY SAME NAME.	
DANCEWITCH	.	49	I/V254		MUS	DANCING WITCHES	
FORESTROSE	.	32	PGM		MUS		
IN-MILL	.	38	PGM		MUS	MORE GREAT HITS.	
LOAD	.	4	PGM	Y		LOADER. WHAT ELSE.	
MOONLIGHT	.	47	PGM		MUS	SONG BY SAME NAME.	
THEBOXER	.	23	PGM		MUS	SONG BY SAME NAME.	
YESTERDAY	.	17	PGM		MUS	SONG BY SAME NAME.	
YESTERDAY1	.	51	I/V254		MUS	PART OF SAME.	

DISKNAME = 165
18 AVAIL 340 USED 19 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
BBS9	.XB	80	I/V254		BBS	XBASIC BULLITEN BOARD SYSTEM	
BBSD	.X	21	D/F 80		BBS	DISK IS A BULLETIN BOARD	SYSTEM
BOARD	.	2	I/F 80				
BSRCE	.	30	D/V 80				
CALLS	.	2	I/F 10				
CLUB	.	2	I/F 80				
FEATURES	.	73	I/F 40				
FILETEST	.	5	PGM				
GENERAL	.	2	I/F 80				
HARDWARE	.	2	I/F 80				
LOAD	.	91	I/V254				
MAKEFEAT	.	8	PGM				
MAKEMSGS	.	4	PGM				
MOVE	.	8	PGM				
PW	.	2	I/F 10				
QUESTIONS	.	2	I/F 80				
SALE	.	2	I/F 80				
SOFTWARE	.	2	I/F 80				
SYSOP	.	2	I/F 80				

DISKNAME = 166
27 AVAIL 331 USED 5 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
XMAS14	.	110	D/V 80		GRAF	ANOTHER DISK OF CHRISTMAS	
XMAS15	.	24	D/V 80		GRAF	BANNERS. PRINT WITH ANY	
XMAS16	.	34	D/V 80		GRAF	TIW TYPE PROGRAM. EACH	
XMAS17	.	147	D/V 80		GRAF	CONTAINS A REALLY SUPER	
XMAS18	.	16	D/V 80		GRAF	NICE CHRISTMAS SCENE.	

DISKNAME = 167
10 AVAIL 348 USED 12 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMATION
DUCK	.	29	PGM	Y	GAM	TI RUNNER TYPE GAME.	
FINGER	.XB	53	I/V254	Y	ED	LEARN FINGER SIGN LANGUAGE.	
FRIUT	.XB	47	PGM	Y	GAM	GERMAN GAME CALLED MONSTER	FRUIT. VERY NICE.
LETTERS	.XB	18	PGM	Y	UTL	CREATE CUSTOM LETTERS.	EXCELLENT.
LOAD	.	11	PGM	Y		AUTO LOADER	
NIGHTMAR	.XB	52	PGM	Y	GAM	SAVE THE WORLD FROM COMPUTER	DOMINATION
SOLAR	.XB	54	I/V254	Y	ED	BEAUTIFUL STUDY OF OUR	SOLAR SYSTEM.
STUD	.Ea 5	24	PGM	Y	GAM	PLAY 5 CARD STUD.	
TEXED	.TXT	9	D/V 80			TEXT EDITOR.	
TRUCKER	.XB	24	PGM	Y	GAM	DRIVE YOUR TRUCK ACROSS	TEXAS. SIMILE????
VELVET	.	16	PGM		MUS	BEAUTIFUL SONG SPACED VALVET	

DISKNAME = 168
42 AVAIL 316 USED 19 FILES

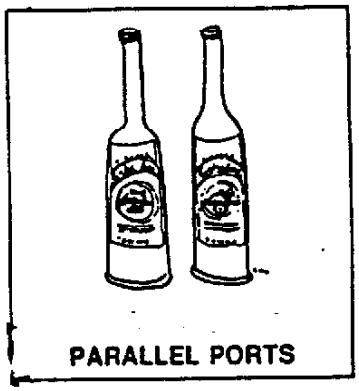
FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMAT
APPIDEL	.XB	26	PGM		UTL	PART OF PERSONAL SECETARY.	
APPIINIT	.XB	3	PGM		UTL	PART OF PERSONAL SECRETARY.	
APPIS	.XB	2	I/F 240		UTL	APPOINTMENTS, PERSONAL SEC.	
COMPRESS	.XB	14	PGM		UTL	PERSONAL SECRETARY.	
COUPON	.XB	12	PGM		UTL	KEEP TRACK OF YOUR COUPONS	BY BRAND,PRODUCT, ETC.
DELEETS	.XB	1	D/V 80		UTL	PART OF PERSONAL SECRETARY.	
DIR	.XB	6	PGM		UTL	CATALOGS DISK. PERSONAL SEC.	
EASYFILE	.XB	31	PGM		UTL	KEEP TRACK OF YOUR FILE THE	EASY WAY.
GOLFSCORE	.XB	16	PGM		UTL	ENTER DATA AND KEEP TRACK	OF YOU GOLF SCORES.
INSTRUCT	.XB	3	PGM		UTL	PERSONAL SECRETARY INSTRUCTS	
MDMAIL	.XB	31	PGM		UTL	MINI DATA MANAGER.	BILL GASKILL
MENU	.XB	12	PGM		UTL	PERSONAL SECRETARY	
MOVIES	.XB	18	PGM		UTL	KEEP TRACK OF VIDEO TAPES.	
NOTEBOOK	.XB	36	PGM		UTL	MAKE YOURSELF A NOTEBOOK.	
PERSEC	.XB	40	PGM		UTL	PERSONAL SECRETARY.	
PRTEELS	.XB	3	PGM		UTL	PART OF PERSONAL SECRETARY.	
TI99LISTER	.XB	25	PGM		UTL	COMPUTER KEEPS TRACK OF YOUR	BELONGINGS.
VUEAPT	.XB	34	PGM		UTL	PART OF PERSONAL SECRETARY.	
VUEEELS	.XB	3	PGM		UTL	PART OF PERSONAL SECRETARY.	

DISKNAME = 169
15 AVAIL 343 USED 17 FILES

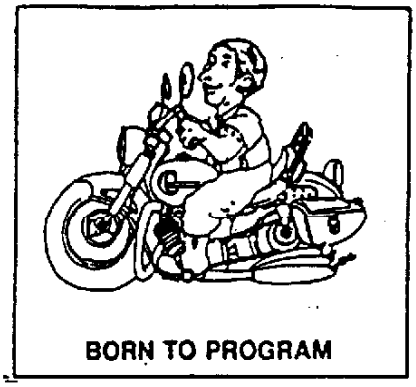
FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMAT
-FILEREAD	.XB	23	PGM	Y	MUS	THIS DISK CONTAINS SOME OF	
-TFILE	.XB	42	D/V 80		MUS	THE BEST MUSIC WITH GRAPHICS	
ANGELS	.XB	14	PGM	Y	MUS	YOU'LL EVER SEE. EVERYTHING	
CAROLING	.XB	19	PGM	Y	MUS	WAS DONE BY THE GREAT AUTHOR	
DECK	.XB	17	PGM	Y	MUS	BILL KNECHT. EACH SONG HAS	
DRUMMER	.XB	16	PGM	Y	MUS	BEAUTIFUL MUSIC AND GRAPHICS	
FAITHFUL	.XB	17	PGM	Y	MUS	TO ACCOMPANY IT. SOME HAVE	
GOOKING	.XB	19	PGM	Y	MUS	THE WORDS. PROGRAM AUTOLOADS	
HARK	.XB	14	PGM	Y	MUS	AFTER EACH SONG. THE MAIN	
JBROCK	.XB	29	PGM	Y	MUS	MENU RELOADS. 10 GREAT SONGS	
LETSHOW	.XB	19	PGM	Y	MUS	YOU SIMPLY MUST HAVE THIS.	
LOAD	.	16	PGM	Y		AUTO LOADER.	
OHOLY	.XB	22	PGM	Y	MUS	OH HOLY NIGHT.	
OTREE	.XB	16	PGM	Y	MUS	OH CHRISTMAS TREE	
SANTA	.XB	23	PGM	Y	MUS	GREAT SONG WITH GRAPHICS.	
SLEIGH	.XB	22	PGM	Y	MUS	ANOTHER KNECHT CLASSIC.	
WEWISH	.XB	15	PGM	Y	MUS	WE WISH YOU A MERRY XMAS.	

DISKNAME = 170
135 AVAIL 223 USED 12 FILES

FILENAME	EXT	SIZE	TYPE	P	KEY	COMMENTS	ADDITIONAL INFORMAT
DSRLNK	.XB	7	D/F 80	Y	MUS	7 GREAT SONGS FROM P AND A.	
LOAD	.	7	PGM	Y		LOADER FOR SONGS.	
RECSCR	.XB	5	D/F 80	Y	MUS	PLAYS CHRISTMAS SONGS.	
XMAS MUSIC	.XB	124	I/F 36	Y	MUS	KEEP THE XMAS SPIRIT W/ 4A.	
XMAS SCR 0	.XB	10	PGM	Y	MUS	PART OF MUSIC PLAY PGM.	
XMAS SCR 1	.XB	10	PGM	Y	MUS	ANOTHER PART OF PLAYER PGM.	
XMAS SCR 2	.XB	10	PGM	Y	MUS	SCREENS FOR MUSIC.	
XMAS SCR 3	.XB	10	PGM	Y	MUS	MORE SCREENS. XMAS SCENES.	
XMAS SCR 4	.XB	10	PGM	Y	MUS	MORE SCREENS FOR THE 7 SONGS	
XMAS SCR 5	.XB	10	PGM	Y	MUS	THE 5TH SCREEN.	
XMAS SCR 6	.XB	10	PGM	Y	MUS	CHRISTMAS SCENARY.	
XMAS SCR 7	.XB	10	PGM	Y	MUS	SCENE TO ACCOMPANY MUSIC	



PARALLEL PORTS



BORN TO PROGRAM

"It always smokes after interfacing."

COMPUTER EDGE

Important Notices

REMEMBER!

The meeting this month is on the LAST TUESDAY of the month. June 26th. (Next month we will be back to the 4th ~~Tuesday~~. WEDNESDAY!) OOPS

The LA99 USERS GROUP is exchanging it's library with CHICAGO This is part 9 of the list of items we now have for you. The usual price is $2.00 each plus .25 each mailing U.S.A. Keep this list, there is more to come. Available at the meeting, or write ... Fred Moore - 7730 Emerson Ave. L.A., CA 90045.