

LA 99<sup>ers</sup>

# Toplices

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## RAMBLIN' THOUGHTS FROM THE PRESIDENT

THE MEETING OF FEBRUARY 27, 1991 WAS A WET ONE AND THE ATTENDANCE WAS A LITTLE OFF FROM PREVIOUS ONES. WE HAD EIGHT PEOPLE SHOW UP. I GUESS YOU ALL WERE AFRAID OF A LITTLE WATER. NONE OF THE EIGHT THAT WERE THERE DISAPPERED OR MELTED; THEY ALL SERIVED. DISPIE THE LOW TURN OUT, WE HAD A NICE LITTLE FREINDLY DISCUSSION ABOUT THE FEST-WEST 91. ONE OF OUR MEMBERS EVEN WON ONE OF THE DOOR PRIZES. CONGRATULATIONS ( HAROLD JEFFRIES )!! FROM THE CONVERSATIONS THAT NIGHT THE FEST WAS A SUCCESS ALTHOUGH NOONE HAD AN IDEA OF JUST HOW BIG OF A SUCCESS IT WAS.

I ATTENDED IT SATURDAY MORNING AND IT WAS QUITE CROWDED. I HAD MY WIFE WITH ME SO HAD TO LEAVE EARLIER THAN I WANTED TO. MY WIFE'S BACK WAS BEGINING TO BOTHER HER SO WE LEFT; SHE IS GOING TO HAVE SURGERY ON HER BACK NEXT THURSDAY, MARCH 7 1991. ENJOYED MYSELF IMMENSLY AND COULD HAVE SPENT SEVERALL WEEKS PAY CHECKS. BUT I WAS CONSERVITIVE. I MET ALMOST ALL ( IF NOT ALL ), OF THE VENDERS THAT WERE THERE. THIS WAS MY FIRST TIME TO MEET MOST OF THEM. WE HOPE THEY HAD A VERY SUCCESSFUL TWO DAYS AND HAVE A VERY BRIGHT, LONG AND PROSPERUS FUTURE.

I SAW A MINI TOWER SYSTEM HOOKED UP TO A PEB AND WAS WONDERING IF THAT WAS HARD TO ACCOMPLISH. I BELIEVE IT CONTAINED A MEMORY EXPANSION. I WISH I KNEW MORE ABOUT HARDWARE AND SOFTWARE TO EXPERIMENT LIKE THAT. ALSO A FEW EXTRA DOLLARS WOULD HELP A WHOLE LOT.

WELL IN THE PAST FEW DAYS A CEASE FIRE WAS ANNOUNCFD IN THE PERSIAN GULF. WE CAN CERTAINLY BE THANKFUL FOR THAT. NOW OUR TROOPS WILL GET TO COME HOME.

IN ANTICIPATION OF THE MIDI-MASTER INTERFACE, I RECEIVED FOR A CHRISTMAS PRESENT, THE MIRICLE PIANO TEACHING SYSTEM FOR THE NINTENDO GAME SYSTEM, ( IT IS MIDI COMPATIBLE ). I AM PLANNING TO USE IT WITH MY TI MONITOR, AND PORTABLE STERED SYSTEM AND ALL OF THIS IS CROWDING MY COMPUTER TABLE SET UP. I HAVE THE RAVE KEYBOARD, A MODEM, PEB, THE MONITOR, FOUR PRINTERS ( ONE DOSN'T WOPK ), NINTENDO GAME SYSTEM, A CABLE BOX, THE STERED, A LAMP, THE COMPUTER CONSOLE, SPEECH SYNTHIZER, AND A WIDGET MODUEL SELECTOR, GRAM KRACKER, DISKS CONTAINERS, IAPE MACHINE, AND A TELEPHONE. ( ALL OF THIS IS OUR BED-ROOM ). I MAY HAVE TO RENT A ROOM JUST FOR ALL OF THIS EQUIPMENT.

SPEAKING OF EQUIPMENT, WE WERE TOLD AT THE LAST MEETING THAT THE LAST TIME OUR EQUIPMENT CHAIRMAN WILL BRING THE EQUIPMENT WILL BE NEXT MONTH. DO WE HAVE ANY VOLENTEERS??? THIS IS YOUR CLUB, AND I BELIEVE IT IS A TEAM EFFORT BUT IT SEEMS THAT MOST OF WHAT NEEDS TO BE DONE IS ACCOMPLISHED BY THE FEW THAT HAS ALREADY TAKEN ON A LOT OF RESPONSIBILITY. WE STILL ALSO NEED A LIBRARIAN. OUR CLUB HAS A HUGE LIBRARY COMPARED TO SOME OF THE OTHERS AND IT IS GETTING LARGER. I KNOW THAT THESE POSITIONS TAKE UP A LOT OF TIME AND EFFURT AND THEY ARE APPRECIATED. I ALSO KNOW THAT MOST OF US CAN COME UP WITH SOME VERY GOOD REASONS FOR NOT GETTING INVOLVED. THESE TAKE UP A LOT OF TIME BUT IF WE ARE TO SURVIVE IN THIS DAY AND TIME WE NEED SOMEONE'S HELP.!!! I HOPE THAT ALL OF THE LOCAL MEMBERS WILL THINK THIS OVER VERY CAREFULLY. WE ALSO NEED IDEAS ABOUT PROGRAMS AND OTHER THINGS THAT YOU MIGHT LIKE TO SEE DEMONSTRATED AT THE MEETINGS. IF YOU HAVE ANY IDEAS TO EVEN IMPROVE THE MEETINGS, LET ONE OF THE OFFICERS KNOW. THIS IS YOUR CLUB AND ONLY YOU AND YOUR INPUT CAN GIVE YOU WHAT YOU WANT TO RECEIVE FROM IT. WE CAN NOT READ YOUR MINDS NO MATTER HOW INTELLIGENT WE MAY BE. ( INTELLIGENT )? THERE COMES THOSE BIG WORDS AGAIN. SO TELL US!!!

THERE MAY COME A DAY WHEN WE WILL HAVE TO SAY GOODBYE TO THE CLUB AND THE TI-COMMUNITY. SOME PEOPLE THOUGHT IT WAS THE END WHEN BLACK FRIDAY CAME. BUT WE RALLIED AND FOOLED THEM AND WE ARE STILL HERE AND JUST COMPLETED OUR TENTH YEAR. IT IS SOMETHING TO CELEBRATE ABOUT.. I HOPE WE ARE STILL TOGETHER TEN YEARS FROM NOW. I REALLY ENJOY THE MEETINGS AND ASSOCIATING WITH THE FRIENDS THAT I HAVE MADE DURING MY TIME WITH THE CLUB.

YOUR PRESIDENT,

EDGAR A. MAY

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~~~~~  
W-AGE/99 \* NEW-AGE/  
99 \* NEW-AGE/99 \* N  
EW-AGE/99 \* NEW-AGE  
/99 \* NEW-AGE/99 \*  
~~~~~

\* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 \*  
" #14

## GENTLEMAN GENIUS

Of the two tags, Gentleman and Genius. I think the former gets my approbation concerning the best way to describe John Willforth. My wife, Elaine, agrees. For John is first a real gentleman; and that is what you think of before realizing he's also a genius. Gentlemen, I think, are rarities today, even among Tiers; though I've discovered more in the 99er ranks than in other walks of life. People like Charlie Good, Jim Cox, Jim Peterson, Barry Traver.

Geniuses, though, are a dime a dozen in the computer world, and most of them are far from civilized.

An example, small but significant: Lots of Tiers have been to my home, all of them treated to Elaine's gracious welcome, her extended hospitality in the matters of food and lodgings, so they get to know her and discover, too, that we two rattle alone around our hut, now that our four tykes have leapt into the grownup world, returning us to "couplehood" these past two years. So any female voice answering our phone will be Elaine. But John is the ONLY "adult" TI person who will acknowledge Elaine's existence on the phone. He always says, "Hi, Elaine, this is John Willforth," when she answers, just as if she's not a non-person. Sometimes they converse so long I have to pry the phone from her fingers so I can get to talk to John.

With others who've been here, however, it's usually "Jack there?" when she answers, without even mentioning who they are.

I don't know. Maybe I'm old fashioned, but I still believe a lot in courtesy and friendliness and the acknowledgment of the existence of someone I've met.

Anyway, John's old fashioned in this way, too, and I like it: 19th Century values in a 21st Century mind. It's fun being in tune to someone as family oriented as he is. He talks about his wife (Fay) and his three daughters with such joy that you know love and sensitivity are a VERY LARGE part of his nature.

My wife and I talk about John so much that my son Matthew and his wife (Carolyn) wanted very much to meet him. The last time he came over for dinner, we had the "kids" over, too, and all of us enjoyed his pleasant, witty company all evening.

John's a talker. That's a compliment. And he can converse about almost anything but literature (as he claims he doesn't have time to read novels, thus leading to the time-worn argument in THIS house that all the major social changes in the world have been brought about by fiction ... and so on). It's fun arguing with John because the conversation is stimulating and he's still your friend in the end.

John's logical. He even tries to use logic with his teenagers (which probably makes him illogical, when you think about it).

He's hardworking (to a workaholic degree, I think) at some pretty heavy duty electronic wizardry. John even has a calculator on his watch, which he uses.

He writes well. His articles on printers, as well as the long-term articles on hardware (and software) are lucid, practical, and scary: SCARY in the sense that he takes apart consoles and P-boxes and anything else mechanical, electrical, and electronic that he can get his hands on and performs vivisectionist surgery on their innards. He seems to be able to radically modify anything, from computer chips to his backhoe and assumes everybody else should be able to do so.

Whew! Not me. My hands shake when I have to dump my pencil sharpener or fill my stapler.

But John's made me a believer. One evening he came up to my computer room, still chatting about his family, and, while carrying on the conversation, took apart my working P-box. Completely! Screws, nuts, bolts, fans, stuff, whachamacallits, and thingamajigs. Then he reversed my fan, explaining that it would keep my box cool (maybe even cooler) while it would cut down the noise to one-third. It did. We turned on other P-boxes in the room and compared them to the fix.

He also told me where and how to order floppy drives and how to install them (5.25 and 3.5 operate with no cable modification on the TI). I learned that I could buy any IBM compatible half-height disk drives and put them in my TI. (ERM Electronic Liquidators (1 800 776 5865)) for fully warranted reconditioned drives. I called, bought two Panasonic DSDD (\$29 each!!!!), installed them myself, just like a computer grownup. Though they also sell cables and disks (for as low as .15 each DSDD), I ended up getting a Power Y cable for internal power connector (\$.99) and an AT-HDDR cable set for double connector to controller (\$2.89) and a whole lot of other things from another company he recommended: National Computer Accessories (916-441-1568). So, thanks to John, I was able to convert my setup on my school system from one SSSD to two DSSD at a cost of around \$60! And does that make a LARGE difference in my ability to do TI things in my classroom. As a matter of fact I'm writing this at school on my quiet P-box, DSSD system and ♥ it! Everything works great. (Remember, we're talking about John teaching me, the man who has to use a manual to open a jar of peanut butter. You readers are chuckling over this "big" hardware deal, but John opened up new worlds to me. I plan to confidently upgrade another system soon and maybe even do a user group demo.

Which brings me back to John's generous spirit. While at a training session in Connecticut some months ago, John willingly came to our M.U.N.C.H. in Worcester, Massachusetts, one evening and shared some great insights and answered all kinds of questions, including some about things he had written as newsletter editor of the West Penn user group, which he founded many years ago to reach out to users outside the Pittsburgh area.

He was also the hit of the New England Fayuh that same week. Everyone there was thrilled to meet the man they all knew through his writings and references to his work by others. He ended up being the biggest TI star at the whole event. People at the fair were in awe of him and still talk about his visit, yet I've met very few humbler men.

Now, back at my desk at home, I'm using a console John modified a while ago and recently gave to me. It has a plexiglass cutaway of the interior housing of a Zenoboard containing a clock, speech, 32K, E/A, XB, ADVENTURE, TIW, DM, and a system Pause button. All switchable. I feel as though I died and went to TI Heaven.

The man's a genius, no doubt, but more important, he sure is a warm and sensitive friend. To me, it's worth owning a TI just to have met John Willforth.

(If you use NEW-LOG/99 please put me on your exchange list.)

## HOW MY SUBPROGRAMS ARE USED By Earl Raguse

The subprograms themselves were previously published last month.

This month I tell you when and how to use the subprograms. I will not tell you how they work, because you don't need to know to use them.

### GKEY 4000-4020

Use GKEY to get a keyboard input from a running program.

After merging, use as follows:

```
CALL GKEY(Q,ROW)
```

Q may be any letter and ROW is a number or variable. GKEY returns Q (or the letter you assigned) as an ASCII code in the same fashion as CALL KEY would. The keypress is displayed at ROW with the message "You Selected" and the character pressed. See SUBSDEMO.

### SAVIT 4100-4140

Use SAVIT to open DV 80 files and save data.

After merging, use as follows:

```
CALL SAVIT(FIL$,VAR(),N)
```

Where FIL\$ is a file name to be returned. You will be prompted for the drive number and the file name by the subprogram. FIL\$ may be any string name, even blank, on the call, but file name info will be returned in the name you use. You must supply a name for the subscripted variable to save, eg JUNK(), the parentheses are empty, and a value N for the maximum subscript. If you need to save more than one variable, modify the subprogram. See FILEDEMO program.

### GETIT 4200-4250

Use GETIT to open existing DV 80

files and to retrieve data.

After merging, use as follows:

```
CALL GETIT(FIL$,VAR(),N)
```

The parameters are all the same as SAVIT, and if SAVIT has been used, GETIT will suggest the same file name. All the other comments for SAVIT apply. See FILEDEMO program.

### CLS 4300-4320

Use CLS to clear a portion of the screen between two row numbers.

After merging, use as follows:

```
CALL CLS(ROW1, ROW2)
```

ROW1 and ROW2 are numbers or variables representing the span of rows to be cleared. It uses DISPLAY AT(ROW,1)SIZE(30), in a loop. See SUBSDEMO.

### XWIPE 4400-4420

Use XWIPE as a variation of CALL CLEAR, it provides enough delay for users to read short messages, and its different.

After merging, use as follows:

```
CALL XWIPE(C)
```

Where C is the ASCII value for a character to be displayed. If you don't know the ASCII value, write CALL XWIPE(ASC("c")) where c is the actual character. Use " " for space. The entire screen is filled with "c" the specified character, starting at the left column and moving to the right. See WIPETEST AND SUBSDEMO.

### YWIPE 4500-4520

Use YWIPE as a variation of XWIPE.

YWIPE is identical to XWIPE except the the filling is by rows from top to bottom of the screen. See also RWIPE. See WIPETEST.

RWIPE 4600-4600

Use RWIPE the same as XWIPE. The only difference is the direction of wiping. RWIPE goes right to left.

WAIT 4700-4700

Use WAIT to cause a program to wait a controllable amount of time before proceeding. For example waiting for the user to read something.

After merging, use as follows:

CALL WAIT(T)

Where T is a number or a variable. It is simply a do-nothing waiting loop using FOR-NEXT with a value for repetition of T

PUT 4800-4800

Use PUT to place a message on screen centered at a specified row.

After merging, use as follows:

A\$="some string"  
CALL PUT(A\$,ROW)

This will place A\$ on screen centered on row ROW. It overwrites existing text but does not clear the screen.

CLPUT 4900-4900

Use CLPUT the same as PUT, except that it uses ERASE ALL to clear the screen first.

CHARGE 5000-5030

Use CHARGE for an attention getter, as opposed to or a single musical tone.

After merging, use as follows:

CALL CHARGE

No parameters are passed. It plays the military bugle call "Charge".

FANFARE 5200-5280

Use FANFARE the same as CHARGE, but less forcefull.

After merging, use as follows:

CALL FANFARE

No parameters are passed. It plays a musical fanfare.

CRAWL 5300-5300

Use CRAWL to cause a message string to crawl across the screen right to left, at the row specified.

After merging, use as follows:

A\$="a string"  
CALL CRAWL(A\$,ROW)

String A\$ will repeatedly "crawl" slowly right to left across the screen on row ROW until a key is pressed.

EXPLODE 5400-5400

After merging, use as follows:

CALL EXPLODE

EXPLODE will cause the screen to rapidly change colors, with the word "KABOOM" in random places with sound effects. See EXPLODEMO.

AGAIN 5500-5500

After merging, use as follows:

CALL AGAIN

AGAIN will request a keyboard input, if that key is "A", the statement following will be executed, which should cause the program to repeat, else it will RUN "DSK1.DIR". If you do not

have a program DIR on DSK1, you will get an error message

ULINE 5600-5600

After merging, use as follows:

CALL ULINE(R, C, S)

ULINE will cause text at row R to be underlined beginning at Col C for S spaces. Use to underline text displayed by PUT. See UNDERLINING program.

WARN1 5700-5700

After merging, use as follows:

A\$="A STRING"  
B\$="a string"  
CALL WARN1(A\$,B\$)

WARN1 will alternately display A\$ and B\$ at center screen with sound effects, must see to appreciate. See WARN1DEMO program.

WARN2 5800-5800

After merging, use as follows:

A\$="A M E S S A G E"  
B\$="a message"  
CALL WARN2(A\$,B\$)

WARN2 will cause A\$ and B\$ to be alternately displayed at the center of the screen with sound effects. Must see to appreciate. See WARN2DEMO program.

GO 5900-5900

Use GO to get a keystroke which may match the first letter of a list of items. After merging, use as CALL GO(A\$,K), where A\$ is the string of characters to test, and K is the actual keypress. See GODEMO program.

MARGL 6000-6000

Use MARGL to set left margin on compatible printers.

After merging, use as follows:

CALL MARGL(L)

Where L is the value for left margin. Use only with printers which are Epson compatible, and which can understand Escape l n (lowercase L 108 and a number) as a left margin command. Once used, you must use another to reset the left margin if desired.

MARGO 6000-6000

Use MARGO for other printers that do not understand left margin commands.

These two subprograms occupy the same line space, and cannot be used in the same program without changing line numbers. Use as:

CALL MARGO(S)

Uses a FOR-NEXT loop to send the specified number (S) spaces to the printer. MARGO must be called before each print statement that starts at the left margin. It does not need to be reset.

PAK 6100-6100

Use PAK to halt a running program while you read the screen etc.

After merging, use as CALL PAK, no parameters are passed. It does instruct "Press Any Key" and then displays "You Pressed " keypress character, when a key is pressed. It uses CALL KEY.

SET 6200-6200

Use SET instead of a series of statements for CALL CLEAR, CALL SCREEN, CALL CHARSET, and a loop of CALL COLOR.

After merging, use as follows:

CALL SET(S,C)

Where S is the desired screen color, and C is the desired foreground color for text. The background is always transparent. S and C are color numbers as defined for XBASIC. They can be variables. SET uses CALL COLOR in a loop, CALL SCREEN(S), CALL CLEAR and CALL CHARSET are also performed.

*Contributors!*

CAT 6300-6390

Use CAT to catalog a disk for DV type files. It is easily modified to catalog all files. See CATTEST the Demo program.

*Where are you?*

After merging, use as follows:

CALL CAT

CAT will request a drive number. The best way understand is to try the program CATTEST.

All of the above references to programs are for my XB Programs #9. I will make it available to anyone so requesting. Many of these programs have on disk tutorials.

```

10 ! *****
   ! * MOVE/DEMO by *
   ! * Chick De Marti *
20 ! * Nov. 1989 *
   ! *
   ! *****
30 ! * This is a demo of *
   ! movement commands as
   ! used in many text games.
40 ! * You can type in *
   ! two words, 'GO <command>
   ! or in many cases just one
   ! letter.
50 ! * For this demo, the *
   ! commands are:"
60 ! * <N>orth <H>ide *
   ! * <S>outh <R>un *
   ! * <E>ast <Q>uit *
70 ! * <W>est <E>nd *
   ! * GO and I QUIT *
80 ! *
   ! *****
90 !
100 CALL CLEAR
110 PRINT :: INPUT "your ord
ers? ":REQ$
120 IF SEG$(REQ$,1,3)="GO."
THEN Q$=SEG$(REQ$,4,1):: CH=
ASC(Q$):: GOTO 160
130 IF REQ$="I QUIT" OR REG$
="END" THEN 250
140 Q$=SEG$(REQ$,1,1):: CH=A
SC(Q$)
150 ON ERROR 110
160 ON POS("NSEWFHRQ"&CHR$(1
3),CHR$(CH),1)+1 GOSUB 260,1
80,190,200,210,220,230,240,2
50
170 GOTO 110
180 PRINT "GO NORTH" :: RETU
RN
190 PRINT "GO SOUTH" :: RETU
RN
200 PRINT "GO EAST" :: RETUR
N
210 PRINT "GO WEST, young man
..." :: RETURN
220 PRINT "GO FIGHT? Whooo M
eee?" :: RETURN
230 PRINT "HIDE ? Where ?" :
: RETURN
240 PRINT "You bet I'm runni
ng!" :: RETURN
250 PRINT "I QUIT!!!": : : :
: : : : END
260 PRINT "I don't know how
to ";REQ$ :: RETURN
270 CALL CLEAR

```

```

1 ! SAVE DSK2.ANIMATION1
2 ! *****
4 !
6 ! ANIMATION IN X-BASIC
8 ! By Steve Schwartz
10 ! enhanced by
12 ! Chick De Marti
14 !
16 ! *****
18 CALL CLEAR
20 FOR I=2 TO 7 :: CALL COLO
R(I,16,2):: NEXT I
22 CALL CLEAR :: CALL SCREEN
(2)
24 CALL CHAR(96,"00000000000
08020002"&RPT$("0",24)&"4000
80000")
26 CALL CHAR(104,"0000010200
0210020004110008"&RPT$("0",1
4)&"4000100040000104")
28 CALL CHAR(100,"0000000004
00020801080002"&RPT$("0",16)
&"80000400004000080")
30 CALL CHAR(108,"0000000210
0104300002000114000000004010
0440140088220044002008")
32 FOR SHOT=1 TO 10
34 R=INT(RND*120)+20 :: C=IN
T(120*RND)+20 :: CALL SPRITE
(#1,46,16,R,C)
36 CALL MAGNIFY(2)
38 T=INT(RND*5)*20+1 :: FOR
A=1 TO T :: NEXT A
40 FOR I=96 TO 108 STEP 4
42 CALL PATTERN(#1,I)
44 CALL MAGNIFY(1)
46 CALL SOUND(-500,-7,1)
48 NEXT I
50 CALL DELSPRITE(#1)
52 CALL SOUND(-9,-5,30):: NE
XT SHOT
54 DISPLAY AT(23,7):"AAAGH..
. HE GOT ME"
56 CALL KEY(0,K,S):: IF S=0
THEN 56 ELSE END

```

Thanx West Penn 99ers

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```

10 ! *****
   *
20 ! *   MAKE   BOXES   *
   *
30 ! *****
   As a subroutine this
40 ! allows you to add a
   single or double
50 ! lined box around any
   text or picture.
60 !
   by Chick De Marti
   *****
70 CALL SCREEN(13)
80 GOSUB 500 !-load routines
90 DISPLAY AT(8,4)ERASE ALL:
  "Enter the top left": " row
  number of the"
100 DISPLAY AT(10,4):"box yo
  u wish to be": " drawn : "
110 ACCEPT AT(11,11):R
120 DISPLAY AT(8,4):"Enter t
  he top left": " Col. number
  of the"
130 DISPLAY AT(10,4):"box yo
  u wish to be": " drawn : "
140 ACCEPT AT(11,11):C
150 DISPLAY AT(8,4):"Enter t
  he hight of": " the box you
  wish "
160 DISPLAY AT(10,4):"vol. wi
  sh to have ": " drawn : "
170 ACCEPT AT(11,11):H
180 DISPLAY AT(8,4):"Enter t
  he width of": " the box you
  wish "
190 DISPLAY AT(10,4):"you wi
  sh to have ": " drawn : "
200 ACCEPT AT(11,11):W
210 DISPLAY AT(13,3):"1 ...
  Single line box": " 2 ...
  Double line box"
220 DISPLAY AT(17,3):"Enter
  1 or 2 : "
230 ACCEPT AT(17,16)VALIDATE
  ("12"):TYPE
240 ON TYPE GOSUB 600,650
250 ! --Instruction bar--
260 !
270 CALL HCHAR(22,2,130):: C
  ALL HCHAR(22,3,132,27):: CAL
  L HCHAR(22,30,131)
280 CALL HCHAR(23,2,135):: C
  ALL HCHAR(23,30,135)
290 CALL HCHAR(24,2,133):: C
  ALL HCHAR(24,3,132,27):: CAL
  L HCHAR(24,30,134)
300 DISPLAY AT(23,4)SIZE(20)
  : "<H>elo <A>gain <E>nd"
310 CALL KEY(0,K,S):: IF S=0
  THEN 310
320 IF K=65 OR K=97 THEN 90.
330 IF K=69 OR K=101 THEN CA
  LL CLEAR :: END
340 ! --help screens--
350 DISPLAY AT(4,2)ERASE ALL
  : "Variables used are:": "
  C = Column": " R = ROW"
360 DISPLAY AT(8,5):"H = Hig
  ht": " W = Width"
370 DISPLAY AT(13,2):"The 11
  nes from 500 to 670": " conta
  in the code to create"
380 DISPLAY AT(15,2):"the bo
  xes, and may be re-": " seque
  nced to numbers above"
390 DISPLAY AT(17,2):"the hi
  ghest in the program": " you
  wish to MERGE these": " routi
  nes into."
400 INPUT "Press <ENTER> to
  continue":ENT$
410 DISPLAY AT(4,2)ERASE ALL
  : "To MERGE these routines ":
  " into your program:"
420 DISPLAY AT(7,2):"1. RESE
  quence this program": " to
  9000,10"
430 DISPLAY AT(10,2):"2. The
  n save it by typing": " SA
  VE DKS2.BOX,MERGE"
440 DISPLAY AT(13,2):"3. Now
  LOAD your program,": " mak
  e sure it's highest"
450 DISPLAY AT(15,2):"number
  is under 9000, and": " typ
  e MERGE DSK2.BOX": " That
  's all there is to it"
460 DISPLAY AT(23,2):"Press
  <ENTER> to continue" :: INPU
  T "?":ENT$
470 GOTO 90
480 ! --single line code--
490 !
500 CALL CHAR(130,"0000001F1
  0101010"):: CALL CHAR(131,"0
  00000F010101010"):: CALL CHA
  R(132,"000000FF")
510 CALL CHAR(133,"1010101F"
  ,134,"101010F")
520 CALL CHAR(135,"101010101
  0101010")
530 ! --double line code--
540 !

```

( BOXES - Continued )

```

550 CALL CHAR(138,"00001F101
7141414",139,"0000FC04F41414
14",140,"0000FF00FF")
560 CALL CHAR(141,"141417101
F",142,"1414F+04FC",143,"141
4141414141414")
570 RETURN
580 END
590 !---draw single line box
600 H=H-1 :: W=W-2 :: R2=H+R
:: C2=W+C
610 CALL HCHAR(R,C,130):: CA
LL HCHAR(R,C+1,132,W):: CALL
HCHAR(R,C2,131)
620 CALL VCHAR(R+1,C,135,H):
: CALL VCHAR(R+1,C2,135,H)
630 CALL HCHAR(R2,C,133):: C
ALL HCHAR(R2,C+1,132,W):: CA
LL HCHAR(R2,C2,134)
640 RETURN
650 H=H-2 :: W=W-2 :: R2=H+R
:: C2=W+C
660 CALL HCHAR(R,C,138):: CA
LL HCHAR(R,C+1,140,W):: CALL
HCHAR(R,C2,139)
670 CALL VCHAR(R+1,C,143,H):
: CALL VCHAR(R+1,C2,143,H)
680 CALL HCHAR(R2,C,141):: C
ALL HCHAR(R2,C+1,140,W):: CA
LL HCHAR(R2,C2,142)
690 RETURN

```

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*Another missing contributor*

## A Bit of This and That

In my Cracker Barrel column, I gave you a routine to use if you wanted in insure all inputs were in UPPER case. A simple solution would to simple announce at the start of the program, "Be sure your alpha/lock key is down!" But that wouldn't be professional, besides some keyboards Shift key reverses the action of the "Caps Lock". When I have my Caps/Lock key down, I sometimes come away with this result.

"hI, MY NAME IS cHIC dE mARTI"

So the routine IS a handy one. Here's another premise:

You are writing a program to replace a given word in a text file, the problem is how to define what is a word? If all words were four letter words we could write:

```

100 L=LEN(MSG$)
110 J=1 TO L :: TEST$=SEG$(MSG$,J,4)

```

120 IF TEST\$="JUMP" THEN ...etc.  
As Jim Peterson says, "There's more than one way to skin a cat." Here is the route I chose. I am writing in in Basic so you can follow the coding.

```

10 CALL CLEAR
20 PRINT "Enter a sentence"
30 INPUT MSG$
40 L=LEN(MSG$)
50 P=1
60 FOR J=1 TO L
70 CH$=SEG$(MSG$,J,1)
80 CH=ASC(CH$)
90 IF CH=32 THEN 130
100 NEXT J
110 PRINT SEG$(MSG$,J,20)
120 END
130 WORD$=SEG$(MSG$,P,J-P)
140 PRINT WORD$
150 P=J+1
160 GOTO 100

```

NOTE: 110 prints the last word in the sentence. You'd get an error message because a sentence ends with carriage return not a CHR\$(32). 150 sets a pointer to the start of the next word AFTER a space.

The Cracker Barrel

by Chick De Marti

Mar. 1991

A BIT ABOUT BYTES

A Primer on Disk Structure

A sector has 512 bytes  
a typical floppy has 40 tracks  
(single or double sided).  
Each sector has 9 tracks per  
sector.

The formula to calculate space on  
a disk:

SECTORS x TRACKS x SIDES x 512

Example: A floppy...

9 \* 40 \* 2 \* 512 = 368,640  
referred to as 360K (Kilobytes)

A Hard-drive...

17 \* 614 \* 4 \* 512 = 21,377,024  
referred to as 20 megabytes

Now that you know all about bytes,  
how many bytes on a double sided  
floppy?

~~~~~

This next one has been passed  
around since 1988 just for you. It's  
from JSC TI-99/4A U.G. newsletter of  
Feb. 1991, who got it from:  
the Computer Monthly, Jan. 1991,  
who found it in June 1989 issue of  
TOGGLE. Hope you enjoy it. Ed.

Saving A Crushed, But Not Crashed Disk

File Recovery Tips  
by Carl Tenning

A paperback book which I recently  
purchased contained two diskettes in  
a sealed envelope. When I tried to  
copy the contents of either of them  
to my hard drive...I discovered that  
the magnetic media would not rotate  
within the sleeve. The edges of the  
sleeve had been crushed. Fortunately  
the book contained a postage paid  
card for ordering replacement disks.

While waiting for the replacement  
I wondered if I could copy the files  
by removing the magnetic media from

the sleeve and inserting it into  
an undamaged sleeve. I did so by  
cutting open the flap on the back  
of the disk, on the end opposite  
the exposed slot...I used a piece  
paper to grasp the magnetic media,  
so my fingers wouldn't touch the  
surface, and slid it into another  
sleeve. The new sleeve was pre-  
pared similarly, except the flap  
was cut off completely, to prevent  
jamming in the disk drive...the  
files copied without error. Even  
a crushed disk can be saved in  
this manner.

~~~~~

P.S.

Phil Van Nordstrand (of the  
JSC User Group) tells us:

John Owen thought he had ruined  
a floppy disk by leaving one in  
his car for a long time in the hot  
Texas sun. It was so badly warped  
that it would not turn freely. He  
was able to save the contents by a  
method similar to that described  
in the Compute Monthly magazine.  
He just slit the disk enclosing  
the actual disk, thus relieving  
much of the pressure on it. Then  
he inserted it in the disk drive  
and copied it successfully onto a  
new disk.

~~~~~

MINI INSTRUCTION MANUAL

I haven't tried this one out yet  
because I'm not into Multiplan,  
but if I were I would love direc-  
tions like these.

SUMMARY OF OPERATION  
SIDE\*PRINT

1. PREPARE SPREAD SHEET (MULTIRLAN)
2. PRESS F1 NOTE ROW NUMBER
3. PRESS <P>rinter, THEN <M>argin
4. PRINT MARGIN LEFT 0, TOP 0
5. PRINT WIDTH 80, PRINT LENGTH 47  
( continued)

(more MINI stuff)

6. RETURN TO PRINT
7. CHOOSE "FILE" ENTER
8. EXIT MULTIPLAN "Q", "Y"
9. INSERT SIDE+PRINT PROGRAM DISK  
SELECT "E"  
ENTER "DSK 1" CHOOSE SIDE+PRINT  
PRESS <ENTER>
10. INSERT DSK1."SIDE"
11. PRINTS SPREAD-SHEET I PAGE  
AT A TIME.
12. END

Thanks

~~~~~

\$1,500,000 Technology

This particular Hi-tech Wire Co. inserts a bar into it's super-hot furnace, stretches it to the desired thickness, and then it is wound. Next it is filed and polished to rid it of snags. As a final check, they hire someone (for min.wage), to wear a pair of dollar cotton gloves and allow the wire to run through the gloved hand! Wow! Why didn't I think of that?

HANDY HOUSEHOLD HINTS

(from out of the past!)

These were found in a Genealogy Mag.

1. Oil of rhotium will start pokey horses.
2. CHEAP PAINT for rough wood is made of 6 lbs of melted pitch, 1 pint linseed oil, and 1 lb of brick dust. Will stand for years.
3. SALVE for CHAPPED HANDS:  
one-half lb beeswax, one-half lb of raisins, one lb. of suet, and one-half pound of butter without salt. Simmer all together and mold into cups.

~~~~~

Most people don't stop to think how far reaching someone's brain-child goes. Did it ever dawn on you that if it wasn't for Edison, we'd be watching television by candle-light?

I have an elaborate telephone listing program that allows me to locate a person by name, or his occupation. Or if I'm not sure of his name I can (1.) miss-spell it or (2.) list everyone I know in his work classification. I can also scroll through a given family name (including those who's name has changed by marriage). To make things consistent I made all of my data entries in UPPER-CASE. IBM has a command call UPPER to convert all INPUTs (inquiries) to upper-case, but TI's XBasic does not. So I wrote this routine for those of you who may have happened upon the same problem.

```

100 CALL CLEAR
110 PRINT "Enter a sentence"
120 INPUT NME$
130 GOSUB 4020 :: PRINT TAB(
3);NME$
140 PRINT :: GOTO 120
4000 ! --convert to UPPER---
4010 !
4020 LN=LEN(NME$):: TEST$=""
4030 FOR J=1 TO LN :: CH$=SE
G$(NME$,J,LN):: CH=ASC(CH$)
4040 IF CH>90 THEN CH=CH-32
4050 TEST$=TEST$&CHR$(CH)
4060 NEXT J :: NME$=TEST$
4070 RETURN
    
```

NOTE: The "TAB(3)" in line 130 is only for design purposes.

Here's one from Peterson's Tips:  
"Did you ever need a routine that would accept either a string or a numeric value? Try this:

```

100 N=0 :: ON ERROR 110 :: A
CCEPT M$ :: N=VAL(M$):: GOTO
120
110 ON ERROR STOP :: RETURN
120
120 ON (N=0)+2 GOTO 130,140
130 PRINT M$ :: GOTO 100
140 PRINT N :: GOTO 100
    
```

I'm out of coffee.  
See you next month  
at the Cracker Barrel

TI 99er Club News

FEST WEST WINNER

Harold Jeffery, our membership chairman, was one of the big winners at the Fast West. He won the Asgard Mouse. "The last time I won", he told me, "was 40 years ago." (Couldn't happen to a nicer guy. Ed.)

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I brought a complete set of Home Computer magazines starting from the year one and gave them away to members who show up at our last meeting. HINT!

LA 99er Committee Members  
(We have good News & Bad News)

===== Good News =====  
Marketplace: Fred Moore  
Membership Vp. Hal Jeffery  
Program Chrmn. Steve Mehr

===== Bad News =====  
Equipment Mgr. - - -  
Librarian: - - -  
Refreshment: - - -

M A R C H 1991

S	M	T	W	T	F	S
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3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

Meeting this month - Mar. 27th

MEMBERSHIP NOTE

by H R Jeffery

In the past several months I have had calls about the membership renewal costs. It is good for the memory to have itself renewed. I will quote the price again:

UNITED STATES & CANADA \$20.00  
OVERSEAS AIRMAIL 35.00

Our meeting in February was "rained out" except for 8 brave souls who came. We did have a very good round table discussion of several pertinent subjects. It was stimulating in spite of the rain storm.

Demonstrations this month will be  
Alonzo Slade on TI-MOUSE  
Steve Mehr on Funleweb 4.13  
\* See you at the meeting \*

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