

# HI NEW-AGE 89

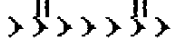
#7 PAGEPRO pt 2



Last time our wee leprechaun wished us a happy goodbye after exploring a few PAGEPRO delights. This exciting installment will uncover & show more ways to desktop publish via PP.

In limiting these explorations to 2-page segments some of the intricate niceties of PP have to be left to your imaginations and time.

We'll show an example of the neat TITLES on the next page but will leave the greeting-card making up to you. Exploring such a program on your own is 9/10ths of the fun!



Okay, what do you need to make PAGEPRO the dream graphics/text program of the TI world?

Not much, really. Last time we suggested getting TIPS from your local user group or Jim Peterson of TIGERCUB for the thousands of graphics that come with it. That'll give you a big picture collection.

PAGEPRO will give you the state-of-the-art tools you'll need!

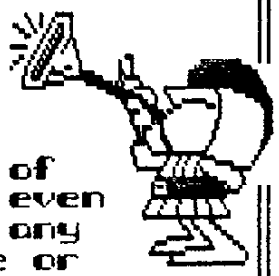
PAGE PRO 89 v 1.5 by Ed Johnson (& Chris Bobbitt) is the complete page-making software for 48 or Geneve. It includes all you need to make letterheads, newsletters, pages of all descriptions, text conversions, etc. \$24.95.

PP FONTS by artist Paul Scheidemann comes on 2 disks. There are 50 of

by Jack Sughrue, Box 459  
E Douglas MA 01516

of them (small & large); PP PICS are 7 volumes of excellent thematic pictures; PP TITLES (see next page) are pretty dramatic eye-catchers; PP UTILITIES are extraordinary graphic manipulation tools essential for quick layout (cards), design, inversions, rotations, etc.; and PIX PRO, the single converter you'll need for converting to and from PAGEPRO, TI-ARTIST (pix & instances, ideal for CSGO & GRAPHIC LABEL users, too), KLE, PICASSO and even MACPIX. Yes, PAGEPRO does print full-page graphics!

A NEWSLETTER  
EDITOR'S  
DREAM COME  
TRUE!



As a matter of fact, PAGEPRO even lets you save any part of a page or THE ENTIRE PAGE as a single picture, thus giving you endless clipping and overlaying possibilities and greater reprint abilities than ever before imagined.

[This article, for example could be saved as two pictures on disk and sent to an editor elsewhere who has PAGEPRO. That person would simply load the program and load a picture (not a page) & what you see printed before you, including all the graphics and borders are exactly what the editor would get fresh on his or her printer. Neat package, no?

I thought I'd complete this two-part review of PAGE PRO 99 from Asgard by a few bits of dazzle. It's so easy. Below, in case you didn't notice, is an example of PP TITLES. The font I'm using SCRIPT for small fonts. For the larger ones I'll use

LOOK

Antique

which is quite different from any of the others I've shown so far in this lengthy review of PAGEPRO. Next I'd like to fill up and overlay a bunch of this page with pix of all kinds.

ATIRHS!

WHIE!

You can see that with such a wonderful graphic program, you are limited only by your imagination.

There is NO



with this program. Only  stuff.

As you have undoubtedly gathered by now, NEW-PAGE/99 raises this program a solid A+. I haven't used anything so often since FUMECWEB, nor had as much fun since the invention of the yo-yo.



To get yours contact:

ASGARD SOFTWARE  
P.O. Box 10306  
Rockville, MD 20850



Ph. 703-255-3085

PUTTING IT ALL TOGETHER No. 7  
by Jim Peterson

The hard part of learning to program is not in learning what the various commands do - it is in learning to put them together to do what you want them to do!

Key in this little program and run it to see what it does, then read the explanation of how it does it.

```
100 DISPLAY AT(3,11)ERASE ALL:"SPELLIT" !by Jim Peterson
110 DATA HIPPOPOTAMUS,CRITIQUE,KHAKI,IRIDESCENT,ARCHAIC,PNEUMONIA
120 !add as many DATA statements as you want
130 FOR CH=97 TO 122 :: CALL CHARPAT(CH-32,CH$):: CALL CHAR(CH,CH$):: NEXT CH :: CALL COLOR(9,8,2,10,8,2,11,9,2,12,8,2)
140 DATA END
150 READ M$ :: T=100 :: IF M$="END" THEN CALL CLEAR :: STOP
160 GOSUB 230 :: ACCEPT AT(12,1)SIZE(-28)BEEP:Q$
170 IF Q$=M$ THEN CALL SOUND(100,392,5):: CALL SOUND(200,523,5):: DISPLAY AT(12,1):" " :: GOTO 150
180 FOR J=1 TO LEN(Q$):: IF SEG$(Q$,J,1)=SEG$(M$,J,1)THEN
190 DISPLAY AT(12,J):CHR$(ASC(SEG$(Q$,J,1))+32);
200 T=T+50 :: IF LEN(Q$)=LEN(M$)THEN GOSUB 230 :: GOTO 210 ELSE DISPLAY AT(12,J+1):" " :: J=LEN(Q$):: GOTO 160
210 NEXT J
220 T=T+50 :: GOTO 160
230 DISPLAY AT(10,1):M$ :: FOR D=1 TO T :: NEXT D :: DISPLAY AT(10,1):" " :: RETURN
```

Line 100 erases all the trash from the screen and prints the title centered on line 3. The screen is 28 characters wide. SPELLIT contains 7 characters. 28 minus 7 divided by 2 is 10.5, so center the title at column 11. Put in as many lines of words in DATA as you want.

The lower case characters "a" through "z" are ASCII 97 to 122. The upper case are just 32 below that, ASCII 65 to 90. CALL CHARPAT to get the hex pattern identifier of each upper case letter in CH\$, then CALL CHAR to reidentify the corresponding lower case letter to that pattern. The lower case letters are in sets 9 to 12, so color them in the reverse of the normal screen, cyan on black.

The dummy data END in line 140, and the statement in line 150, causes the program to stop without crashing when it runs out of words, regardless of how many you put in. Line 150 reads each word from DATA one after another and sets the initial time to display it at 100 milliseconds.

Line 160 jumps to line 230 to display the word at line 10 column 1, wait for the set time, then erase it by displaying a null string which erases the line. Then it signals with a beep and cursor that it is waiting for your spelling, Q\$, at line 12 column 1.

Line 170 checks whether your spelling is the same as the word M\$. If so, it sounds two notes, displays a null string to erase the word and goes back for the next.

If not correct, line 180 starts a loop for the number of letters, LEN(Q\$), in your spelling and compares each letter with the letter in the same position in M\$.

If the same, it jumps to 210 to check the next letter. But if incorrect, line 190 displays at that point the character of the ASCII 32 higher, which is the same letter in inverted colors.

Line 200 increments the flashing time by 50, then checks to see if the word you spelled is the same length as the correct word. If so, it goes to 230 to flash the correct word, then continues checking letters. When finished, line 220 increments flash time and sends you back to try again. The -28 size in the ACCEPT statement prevents the misspelled word from being erased.

If your spelling has a different number of letters, the first error probably has caused all subsequent letters to be in the wrong position. They would all be marked as wrong, so a null string is displayed to erase the rest of the word. The statement J=LEN(Q\$) clears the loop in computer memory to avoid the possibility of a MEMORY FULL error. Then you are prompted to try spelling the word again.

PRINTERS #7

BY JOHN F. WILLFORTH (JUNE, '90) ML=MORE LATER

THIS IS "PRINTERS #7 LIGHT" MEANING DON'T EXPECT ANYTHING HEAVY HERE. I WAS WORKING ON AN ARTICLE DEALING WITH DESIGNING YOUR OWN DOWNLOADABLE CHARACTERS AND THEN PRINTING THEM ON THE PRINTER JUST AS IF THEY WERE THE ROM RESIDENT CHARACTERS ( NOT IN GRAPHIC MODE). I RAN INTO TIME PROBLEMS SINCE THIS IS A VERY EXTENSIVE EFFORT, AND I'VE BEEN AWAY TO SCHOOL FOR MOST OF MAY. MAYBE LATER.

MY PRINTER HAS A COMMAND (ESC,R,N) WHICH ALLOWS THE PRINTER TO SUBSTITUTE SOME SPECIAL CHARACTERS FOR THE STANDARD ROM BASED CHARACTERS YOU NORMALLY RUN, AND IN PLACE OF THE SET THAT MAY HAVE BEEN SELECTED BY THE SWITCHES (HARDWARE) ON MY PRINTER. WHEN THE COMMAND IS SENT TO THE PRINTER, THE STANDARD USA CHARACTERS (# \$ @ [ \ ] ^ ' { | } ~ ) WILL HAVE

```

100 OPEN #1:"PIO"
110 FOR N=0 TO 10
120 READ A$
130 PRINT #1:A$;" SPECIAL CH
    ARACTERS";
140 PRINT #1:CHR$(27)&"R"&CHR$(N):
150 PRINT #1:"  # $ @ [ \ ]
    ^ ' { | } ~";
160 NEXT N
170 DATA USA,FRENCH,GERMAN,E
    NGLISH,DENMARKS,SWEDISH,ITAL
    IAN,SPANISH,JAPANESE,NORWEGI
    AN,DENMARK II,,
    
```

BEEN PRINTED IF "N" IS = TO 0, THE FRENCH CHARACTERS WILL PRINT IF "N" = 1, GERMAN IF "N"=2, ETC.

THE PRINTER WILL STAY IN THAT MODE UNTIL EITHER ANOTHER "ESC,R,N" IS SENT WITH A DIFFERENT "N" SET OR THE PRINTER IS RESET "ESC,@", OR THE PRINTER IS POWERED OFF. THIS IS NICE SINCE YOU WON'T NEED A CHART TO SELECT THE CHARACTERS DESIRED.

IF YOUR PRINTER CAN'T AUTOMATICALLY ENABLE THE INTERNATIONAL CHARACTER SET OF YOUR CHOOSING AND KEEP THEM SELECTED FOR THE DURATION OF YOUR PRINTING JOB, THEN YOU CAN DESIGN YOUR OWN AND DOWNLOAD THEM TO YOUR PRINTER (SUBJECT OF ANOTHER ARTICLE), OR SEND THE SPECIFIC CHARACTER \$STRING (129) WHICH PRINTS "" IN THE FRENCH FONT SELECTION. THE LATTER IS THE MOST DIFFICULT TO INCORPORATE IN MOST APPLICATIONS OF PRINTING TEXT FILES. THE CHR\$(129) ABOVE IS JUST ONE EXAMPLE.

I WROTE THE SIMPLE PROGRAM ON THE LEFT TO SHOW THE ELEVEN INTERNATIONAL FONTS ON MY PRINTER, AND SHOW THE IMPLEMENTATION OF THEM WITH LINE 140 AND THE PRINTING OF THEM WITH LINE 150. IF YOU HAVE AN EPSON COMPATIBLE PRINTER THIS MAY WORK FOR YOU. IF NOT TAKE A LOOK AT YOUR PRINTER MANUAL AND SEE IF YOU CAN FIND A SIMILAR COMMAND TO ENABLE INTERNATIONAL CHARACTERS ON. IF YOU DON'T HAVE THIS FEATURE AVAILABLE ON YOUR MACHINE, THEN YOU MAY CONSIDER THIS ARTICLE A TOTAL WIPE-OUT! SORRY!

THE PROGRAM BASICALLY MAKES ELEVEN LOOPS, INCREMENTING "N" FROM 0 TO 10. THESE "N" VALUES ARE USED TO CHANGE THE COMMAND IN LINE 140 SO THAT A DIFFERENT FONT GROUP IS ENABLED WITH EACH LOOP. THE LINE 150 CAUSES THE NEWLY DEFINED CHARACTERS TO BE PRINTED IN PLACE OF THE ASCII VALUES YOU SEE IN LINE 150. THE READ A\$ IN LINE 120 PULLS A SINGLE NAME FROM THE DATA STATEMENT IN 170 TO INCORPORATE IN THE PRINT STATEMENT IN LINE 130.

THE PRINTOUT ON THE LEFT IS THE OUTPUT PRODUCED BY THE PROGRAM AND AS YOU CAN SEE, THERE ARE BY MY STANDARDS, SOME VERY UNUSUAL CHARACTERS PRODUCED WITH VERY LITTLE EFFORT. IT COULD BE USED AS A CHART TO ENABLE ME (IF I COULD WRITE IN SWEDISH) TO WRITE AND SUBSTITUTE THE USA CHARACTERS WHERE I NEEDED THE SPECIAL SWEDISH CHARACTERS AND HAVE THOSE INTERESTING CHARACTERS PRINT. YOU MAY HAVE MORE OF A NEED FOR SPANISH, OR GERMAN, OR FRENCH.

I REALIZE THAT MANY OF YOU MAY NOT USE THIS IN EVERYDAY COMPUTER USE, BUT IF YOU EVER NEED IT, I HOPE THAT YOU FIND THIS ARTICLE HELPFUL. ML.

USA SPECIAL CHARACTERS

# \$ @ [ \ ] ^ ' { | } ~

FRENCH SPECIAL CHARACTERS

# \$ à ° ç é ê ë ù

GERMAN SPECIAL CHARACTERS

# \$ s x o u ^ ' ä ü ß

ENGLISH SPECIAL CHARACTERS

£ \$ @ [ \ ] ^ ' { | } ~

DENMARKS SPECIAL CHARACTERS

# \$ @ æ ø å ^ ' œ ø å ~

SWEDISH SPECIAL CHARACTERS

# ä å æ ö å ö é ä å ü

ITALIAN SPECIAL CHARACTERS

# \$ @ ° \ é ^ ù à ò è ì

SPANISH SPECIAL CHARACTERS

R \$ @ ; ñ ¿ ^ ' ñ } ~

JAPANESE SPECIAL CHARACTERS

# \$ @ [ ¥ ] ^ ' { | } ~

NORWEGIAN SPECIAL CHARACTERS

# ä å æ ø å ö é œ ø å ü

DENMARK II SPECIAL CHARACTERS

# \$ æ ø å ö é œ ø å ü

TI-FD CATALOG'

Tigercub Software  
156 Collingwood Ave.  
Columbus, OH 43213

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

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

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

I have gone through my library of over 3600 public domain programs and selected enough of the better ones to fill over 200 disks, arranged by category. Each SS/SD disk contains as many programs as I could fit onto it, if

I had enough programs of that category - the number of filled sectors on each disk is indicated in parentheses. All Basic-only programs have been converted to run in Extended Basic (except those which use the TEII speech), and an XBasic loader has been provided for assembly programs whenever possible. Each disk has been provided with an autoloader by full program name, not filename.

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

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

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

The 200 TI-FD disks will be available for \$1.50 each POSTPAID in the U.S. and Canada (\$2.00 overseas by airmail). Send SASE for list, or \$1.00 (refundable on first order) for 9-page catalog listing all titles and authors. Be sure to specify TI-FD catalog.

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

## WHATEVER HAPPENED TO THE FUN OF IT?

by Jim Peterson

Yes, whatever happened? Were you with us back in the early days, way back back in 1983? Do you remember the days before the BBS's and user group libraries could supply you with programs by the hundreds, when every program you could acquire was a prized possession to be run and used and marveled at, to be shared with your friends, (even though it might have a copyright notice on it!), when people actually keyed in programs from listings and brought them to meetings to get help in debugging them?

Do you remember when almost everyone was trying to learn to program, and helping each other? The late Earl Dodd was writing music programs, in his unique barbershop quartet style, and bringing them to me to add graphics. Paul Powers, once our user group president, liked to program advanced math theorems and to reprogram more efficiently the programs written by others - it was he who suggested to me the use of mergeable subprograms, which led to the Nuts & Bolts series, the only profitable thing I have ever done. It was teenage Brian Beery who pointed out a ridiculous error that was driving me bonkers - Brian might have become another J. Peter Hoddie if he hadn't taken up the guitar.

Do you remember when the IUG was the only source of public domain programs? I was fascinated by the program descriptions in the IUG catalog. I wanted to see every program, to see what some other programmer had been able to do. I swapped the IUG for every program I could, and bought as many more as I could afford. Often I was disappointed, but I never got over that curiosity. I still have it - I read the descriptions of new library acquisitions in user group newsletters, and I get the itch to see the program. Often I write and ask for it.

But, am I the only one left who has that curiosity? I spent hundreds of hours gleaning out the best from my library of several thousand PD programs, arranging them by category, improving them, filled nearly 300 disks (now 400), published a 13-page catalog listing them all, offered them for a

copying fee less than most user groups charge their own members, cheaper than downloading them from GENIE - and in 1989, only 175 people in all the TI world were curious enough to send me an order!

Of course, many users have large libraries of programs that they never get around to even looking at. And, the potential uses of the computer have become so varied that many users have specialized in one field and have little interest in anything else. Some are mainly interested in increasing the speed and memory capacity of their machine, and have little time to make use of that speed and memory by actually running programs. Many others nowadays are hooked on graphics. To each his own. Personally, if I want to decorate my walls with pictures of nudes, I will buy a Playboy magazine and rip out pictures far better than any monitor screen will ever show or any dot matrix printer will ever produce!

Of course, even in the early days all was not sweetness and light. It seemed that everyone was out to make a buck, and those who made the buck were mostly those with questionable business ethics. When I first made contact with the rest of the TI world, I had already written about 90 programs, and I soon met people who wanted to form a business partnership with their one or two programs and my ninety. It was mainly to get them off my back that I decided to go into business for myself - a decision that I have regretted a thousand times.

Charlie LaFara started the International User Group as a nonprofit exchange of public domain software, and converted it into a business for his own profit. An entrepreneur in California acquired his programs and copied his catalog, leading to a lawsuit. Later on, a TI business in Florida called itself a "group" and sold my public domain programs, which led me to announce that "Tigercub Software is a one-man user group pretending to be a business, not a business pretending to be a user group!"

Of course, not everyone was a crook - most simply started out with

unrealistic expectations, got in over their heads and faded away, leaving their creditors holding the bag. Emerald Publishing Co. extended credit to too many software advertisers who never paid up; then they got ridiculous and tried to publish a magazine with no advertising! Finally, they ripped off all their remaining subscribers, as did more than one other TI publication which never delivered or refunded subscriptions. There were exceptions, honest companies such as Random Access and another one-man operation in Texas whose name I wish I could remember.

I learned very early not to extend credit to anyone who decided to start up a software business. And I learned not to send an order to anyone for anything until I knew that someone else had actually received their order. There are not many TI old-timers who have not been ripped off at least once!

But, whatever happened to the fun of it? I remember demonstrating my programs at a local school, at a library, at computer fairs - the kids were fascinated! If only the Apple peddlers had not succeeded in brainwashing the educational system! Are Jack Sughrue and Eunice Spooner the only educators still using the TI in the classroom? In the days when I was exchanging my Tips From The Tigercub newsletter with nearly 200 user groups, I twice asked them to let me know of any schools in their area where the TI computer was being used - only two ever responded! If we had harnessed all that youthful energy and enthusiasm, our user groups might now have replacements for all those who are abandoning us for Big Blue.

Whatever happened to the fun of it? Whatever happened to the HOME computer? (remember, that was what the TI-99/4A was called!). They tell me that the COCO is the only home computer left, because there is no way to make it anything more than that. I may just take a look at it - maybe that's where I'll find the fun that I'm missing!

From:

SPRINT OF 99

JUNE 1990

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THIS DOES IT FOR THIS YEAR,  
AND I HOPE THIS HELPS. JFW



NEXT MEETING TUESDAY AUGUST 14, 1990

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JULY MEETING. The July meeting was called to order by President Corson Wyman. Everyone was glad to see Corson who had missed a few meetings. The demo for the evening was Corson showing some disk fix and editing utilities. This demo had been requested by a couple of members. As is par for the course in July, there were nine members present.

AUGUST MEETING. Jack will not be able to do the Funnelweb Configure demo, as planned, due to a previous committment. He intends to do this demo in September. Bruce Willard plans to do a TI-Base demo at this month's meeting.

NEW TI PUBLICATION. Vulcan's Computer Buyer's Guide is a new Computer Shopper like magazine with one BIG difference. It will have a monthly T.I. column. The cost of a subscription is \$12 for 12 issues or \$19 for 24 issues. To order call 1-800-824-0676; MC, VISA & AMEX are accepted. This looks like a good magazine, let's get behind it.

RAFFLE. Every month we have a raffle to help defer the cost of the monthly hall rental. The number of prizes awarded depends on the number of tickets sold. This month we have some TI T-Shirts, disk holders and some games for prizes. If you have some old things you no longer use how about some donations for the raffle.

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meeting.

REPRINTS. Reprints are permitted as long as credit is given to M.U.N.C.H.

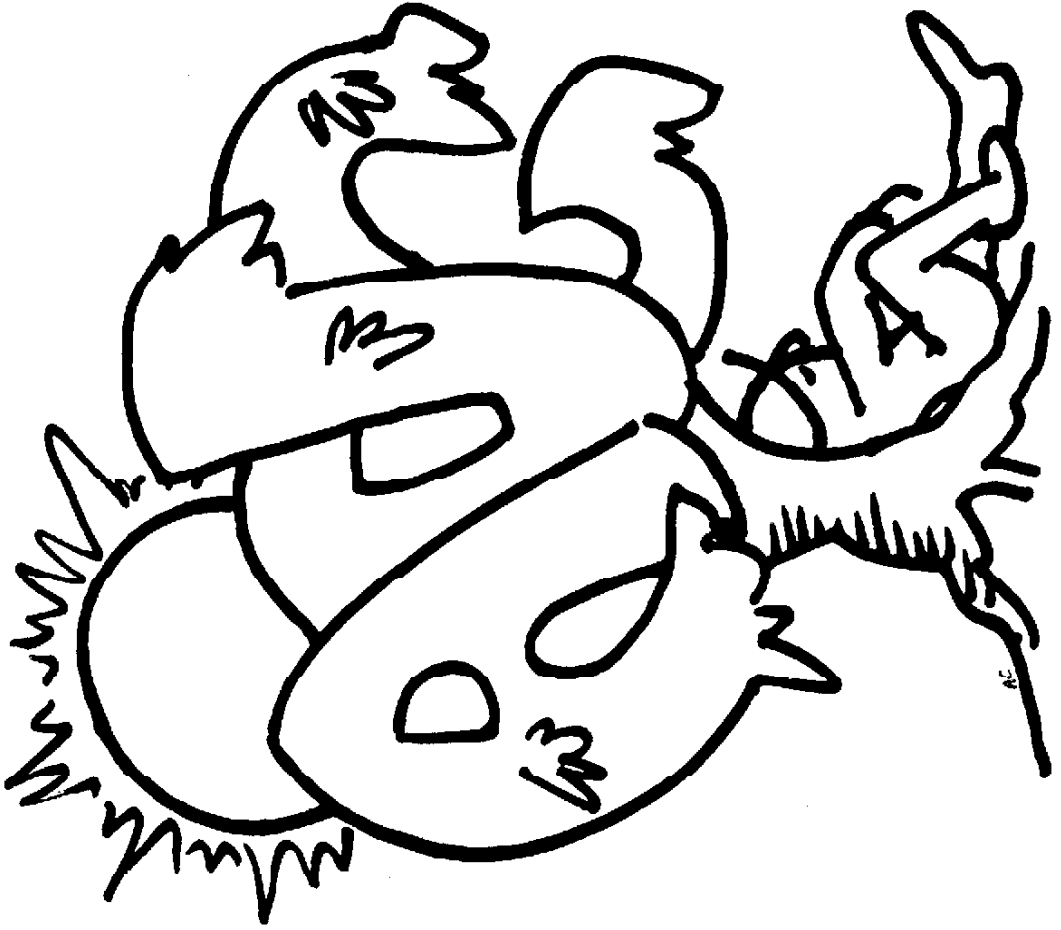
ARTICLES. I am always looking for articles for this newsletter, anything which interests you will probably interest other members of the TI community, so please share your ideas and opinions with all of us.

DISK LIBRARY. The disk library will be at the meetings from now on. We have copies of all disks in the library and they are available to members for just \$1.50 each.

DISK OF THE MONTH. There is a double dick this month. #88a is the John Johnson Label Maker utility and the complete list of of modules available on disk. #89b TI Utility #1 which includes Adventure, Disk Manager 2, Disk Mapper, Editor/Assembler, Easybug, and TI Demo.

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Mass Users of the Ninety-nine and Computer Hobbyists  
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FIRST CLASS

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