



■ C. J. - Bings ■



from New-JUG/North

FEBRUARY 1988

Volume 6 Number 2

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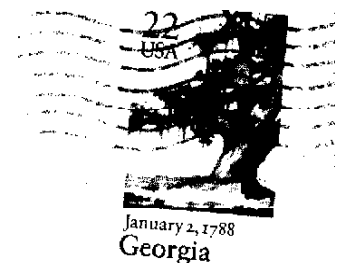
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Librarian.Andy Westner..967-9154

NEXT MEETING: FEBRUARY 23rd, Dumont H.S. Faculty Lounge, 7-9:30 P.M.

Motto: We are a family enjoying the unspeakable peace and freedom of being orphans. (Paraphrased from George Bernard Shaw)



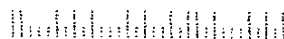
Happy Valentine's Day



New Jersey UG/North
P.O. Box 84
Dumont, NJ 07628

Dallas TI Computer UG*
PO Box 29863
Dallas, TX 75229

User Groups: Please Reciprocate!



T.I.Dings from NewJUG/North
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Dumont, NJ 07628
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MEETINGS FOR THE REST OF THE YEAR!

FEBRUARY 23

MARCH 22

APRIL 19

MAY 24

ALL IN FACULTY LOUNGE, DUMONT H.S.

After that, make plans for a summer meeting place, like a town hall, police station, public library room, or elsewhere.

Words from John!
via Henry Hein

Thanks to John Bonito, who corresponds regularly, I stand corrected about last month's premature obituary on the death of the Amateur Computer Group of New Jersey. They are, on the contrary, very much alive! They have only dropped articles on the TRS 80 (Radio Shack) Special Interest Group due to lack of participation. They also dropped their APPLE supplements for the same reason, though the latter is very much alive and supported by local APPLE UGs throughout the state. There is a MAC group meeting in nearby Englewood and the B.A.S.I.C APPLE group meeting in Glen Rock every month. Though largely a state-wide UG, the ACG/NJ may support abandonees like us should we be actively involved in each other's support. That is, in writing articles, reviews, and things I'd like to see from our own members.

Regarding my little adventure story last month John sent me a copy of an ad promising someone the same idea. My ad promised "free computer," while his promises a "pay for itself" deal, which supposedly, seemed to be more like the offer made to me.

Hey John! You sure got that Latin quote right... NON EXTAT PRANDIUM GRATUITUM! I think it freely translates, THERE'S NO FREE LUNCH! Homer, quoted by Plutarch offered, "Beware of Greeks bearing gifts." (nothing ethnic meant here!)

TICOFF 88

John B. also wants me to remind everyone of the upcoming TICOFF 88, at Roselle Park High School, Saturday March 26, from 9AM to 4PM. Featured: Vendor's Area, Workshops, Fairware, Hardware, and Software. Also featured: IBM clones, software and hardware, etc. Profits go to the schools Student Council. Repeating themselves, the students received another of the top ten awards from the New Jersey Association of Student Councils for two years in a row. Bob Guellnitz is still their organizer and he should be getting an award of some kind, too. Keeping those kids motivated and working like a team is no mean endeavor!

NEWS BYTE S:
by Henry Hein

BELLS and WHISTLES?

Yes, according to Jean Wilcox of the SUNCOAST BEEPERS (Suncoast 99ers UG), the new FUNLWEB V4 has'm. The new version has added features that requires less use of DM1000 (still on the disk) to work with your disk files. You can go into the command line, call SD (show directory) and Delete or View a text file while in the word processing mode and still go back to do your editing. You can even check for file type by using the "=". You can even printout a catalog from this mode and it'll print out in two columns! Something to whistle about? Also, an on screen ruler, should you need it, is available on command, to help with word wrap or numerical columns.

Can the McGovern's improve on THAT? WOW! What next!? Maybe a MULTIPRINT routine in the FORMATTER mode for multicolumn printouts? Though a few XB ones have been around awhile THIS would really speed things up!

Oops! but there's a bug in it that can be fixed. The marked file will not show up when you want it automatically loaded in the FORMATTER. The FIX, according to the McGovern's is: use the DiskPatch program, call up the QD program's third sector, at byte >BF change >06 to >07, at byte >CF change >7B to >72. Now go to UTIL1's fifth sector. At byte >29 change >06 to >07. At byte >39 change >7B to >72. Now make sure before you start, of course, to make a backup copy first, in case you

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bungle it for good!

The SUNCOAST folk included a neat little page of TIW printcodes which is included in this issue. Neatly done by Robert Neal.

UPDATE LIST of TI Supporters:

Last month I listed some of the vendors I knew of and thanks to Janet Ryan's NUTMEG 99'ers with a larger listing, it will be also included in this issue. DON'T LOSE IT! It may be the last to get! I hope NOT! Thanks to the NUTMEGGERS!

Editor's Comment:

I get a little disappointed when someone in the club gets a new program (I know who) and doesn't share any info on it, what it does, how it works, how good or bad it is. It's disappointing for an editor in search of news has to find out about the programs from outside sources. It's embarrassing to the club, too, since it shows a lack of communication between members and leadership and frustrates my efforts to serve all! Don't hide behind Someone Else (remember him?) to let 'him' do the job. It doesn't motivate me to continue this job I volunteered to do. But if it's FAIRWARE you can trust me to get a review out sooner or later by sending me a copy in order to compare my notes with others. How about it!

T.I.C.O.F.F 88

DATE: MARCH 26, 1988

TIME: 9 AM TO 4 PM

PLACE: ROSELLE PARK H.S., Exit 137
Garden State Parkway

Mail address: 185 W. Webster Ave,
Roselle Park, NJ 07204 attn: Bob
Guellnitz

FEATURES: vendors, speakers,
workshops, IBM and TI Fairware,
commercial software, pubdom software,
Swap Shop, and Hardware

Prepaid admission will get you a certificate for a free disk of TI or IBM software. This DOES NOT APPLY to those offered for 4 for \$10 purchase at the pubdom booth.

Other FAIRWARE AND PUBDOM disks sell for \$3, and some sets are 4/\$1. Both TI and IBM.

Local User Groups will have tables for meeting places and new recruitments.

MULTIPLAN'S VERSATILITY

This NL includes an article from the PUG (Pittsburgh) on the above.

An Affordable 80-Column Card?

DIJIT Systems introduced its latest product called the Advanced Video Processor Card (AVPC). The card goes into the PEB and gives you 80 columns of text, advanced graphics (512 colors), and supports a mouse and light pen. There's a Yamaha 9928 video processor with 192K of video RAM and designed to work with the "DIJIT-EYEzer" and external Gen-lock and video digitizing accessory. The digitize function can take a TV picture and instantly adapt it to computer picture. It will also allow titling and graphics overlays on home video as well as computer manipulation of external video images, giving the TI-99/4a video processing power comparable with the Atari ST and the Amiga. The price is about \$195. Write to address on support lists. Does it also provide any extra RAM like a RAMDISK? ed.

Above notes from Mid-South 99er via Front Ranger UG. No author named.

CERTIFICATE (maker) 99:

From Texcomp comes CERTIFICATE 99. A 100% assembly program giving you everything needed to create certificates, diplomas, licences, handbills, et al. It includes six text fonts in two sizes, twelve borders, 24 clip art pics, and official looking signatures and seals. Parchment paper and gold foil sheets included for a start. Requires Epson/Star type dmps, 32K, and XB. Price \$19.95. Perhaps compatible with TI ARTIST? no mention of that! Write to address on listing!

More SUPPORT ITEMS:

From Southwest 99ers NL
December 87

REMIND ME! is a program designed to help manage a monthly schedule. Traditionally, problem with clendar style programs was they were slow and cumbersome to use. Because REMIND ME! is written entirely in assembly language it is extremely fast, while maintaining

a very user friendly interface. John Hohnson, its creator, is also the author of the extremely popular Menu program for the Horizon RAMDISK.

The program presents a graphic view of a calendar where you can load in one month at a time to work with. By using the arrow keys you can select a particular date and open its window. Each day's window may contain up to 12 lines of text which is entered and updated with a scaled down TI-WRITER style editor. All dates that contain reminders are highlighted to make checking your calendar easy. Furthermore, a fast search feature is included which ignores the case of letters and allows for multiple searches.

REMIND ME! has two different print options. At any time you can print out the contents of a given day with a single key stroke. Using the Print function, you can print out a two column calendar for the entire month. You can even print to disk and then load your calendar into TIW.

REMIND ME! may be customized for your own particular system configuration. You can choose screen colors, printer codes, printer device, and more. All of the configuration data is saved with the program so that it is automatically available each time you REMIND ME!, avoiding the hassle of keeping a separate default file on disk.

If you have CorComp Clock Peripheral, a CorComp Triple Tech Card, a MBP Clock Card, the John Clulow Clock board, or a MYARC 9640, REMIND ME! will display the current time while you are working. It will also provide the current month as the default version of REMIND ME! that runs out of Super Space Cartridge is included so you can have the program as an option on your main TI menu.

REMIND ME! runs on a TI-994a or MYARC 9640, and requires either Editor-Assembler, TI-WRITER, a SuperCart, or Extended BASIC. Retail price= \$15.

PC-TRANSFER allows you to catalog the MS-DOS disk and select the files you wish to copy to the TI disk. You can even search for files in sub-directories. All file selection is

performed with a DM1000 style screen, so you can look through all the file names before making your choices. You then enter a TI filename for each of the files, and PC-TRANSFER converts all selected MS-DOS text files into DV 80 files that can be used in TIW or MY-WORD! Similarly, PC-TRANSFER also allows you to catalog a TI disk, select files, and write them out as text files on the MS-SOS disk.

Because you might not have an initialized MS-DOS disk, when you need it, PC-TRANSFER provides an initialize function, supporting four MS-DOS disk formats. And PC-TRANSFER is prepared for the future, a special loader feature allows for new conversion routines to be added - conversions that could allow transfer of graphics, spreadsheets, and more. Mike Dodd, author of the program, made significant contributions to TRITON's Super Extended BASIC and is the monthly 9640 columnist in MICROPENDIUM.

PC-TRANSFER will run on both the TI-99/4A and MYARC 9640 computers. It requires either a CorComp or MYARC disk controller, two disk drives and either an XB, TIW, or E/A cartridge. Retail \$25.

GENIAL COMPUTERWARE's FONTPACKS are collections of 10 different fonts stored in TI-ARTIST format. These fonts are of very high quality, and most include complete upper and lower case letters along with numbers and symbols. These fonts cover a variety of sizes ranging from tiny to large. Perhaps most importantly, these fonts are designed to be exceptionally readable. All fonts have been tested with FONTWRITER II. Because some of the fonts are too large to load into TI-ARTIST, a special program has been included on disk that will allow you to load in a TI-ARTIST or GRAPHX picture along with any TI-ARTIST font and type on the picture in any color. The picture may then be saved for use in TI-ARTIST or GRAPHX. All of these fonts may be converted to CSGD format using either GENIAL COMPUTERWARE's GRAPHIC EXPANDER, or FONTWRITER II, also by J. Peter Hoddie (available through ASGARD). Each Font Pack comes with a manual which included complete printouts of each font for easy reference. Each font pack retails for \$10.

Contents of FONTPACK 1: ALICE, ANDOVER, BERLIN, BUBBLES, CARTOON, CREAM, HANFORD, LED, MARS, MGX, OLD ENGLISH, PARK AVENUE, POUGHKEEPSIE, SCHEMATIC, SPOKANE, TILE, TINY, TUCSON, AND WESTERN.

Contents of FONTPACK 2: AKASHI, APPLE, ASCII, CALLISTO, CANTERBURY, CHICAGO, GOTHIC, ELECTRONIC, EDN, FRANKLIN, GANGSTER, GENOA, HOOD RIVER, IVY LEAGUE, LONG ISLAND, LILLIPUT, LOS ANGELES, MOSEISLY, PLEASANT PLAIN, AND SATURN.

GRAPHICS EXPANDER, mentioned above, is also by Peter Hoddie (who else). If you use graphics programs, have you ever found just the font you wanted to use but too small for your needs? Have you ever wanted to print a verticle banner? Have you ever wanted to use letters that were rotated 90 degrees so a line of text can run up or down the page? Have you ever wished you had an upside down text? If you wanted any of these special applications in the past, you had to create a whole new font to do the job. With the EXPANDER you can quickly and easily enlarge a font, rotate the characters, crate mirror images, or invert them, no drawing is required. You can also perform the same operations on small graphic instances. This program will save you hours of work and give you many more possibilities for your graphics and artwork.

It is written in assembly language for speed an is compatible with fonts and graphics from both TI-ARTIST and CSGD. You can also use it to convert fonts and graphics back and forth between CSGD and TI-ARTIST formats. All graphics are displayed on the screen. Images and fonts may be scaled horizontally and/or vertically by factors from 1 to 9. For your convenience a full catalog routine is included as well as the ability to delete files. Complete documentation by Walt Howe is included. Price: \$10.

It runs on the TI-99/4A and MYARC 9640. XB, TIW, or E/A required.

Also 32K card required for the 99/4A for ALL above programs.

TO ORDER ANY or ALL above write to: Genial Computerware, PO Box 183, Grafton, MA 01519. Include \$1 for S+H, whoever they are. Send for complete

catalog with a SASE.

From the looks of things, who can lose from these prices? ED. Watch for them at TICOFF!

Gleanings from Micropendium

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PRINT HEAD CLEANING:
By Chuck Reinhard
from the Long Island TI UG

It takes only three things to get good, dark crisp print from your printer.

1. A properly adjusted printer
2. A good ribbon
3. A clean print head

The guide for the fine print wires gradually gets clogged with a mixture of lint, ink and oils from the ribbon. As this dirt builds up and dries out, the pin wires drag in the guide. The result is you get light, low-contrast print even from a new ribbon. The following is a procedure for cleaning the print head that is quick, simple, and does not require removal of the print head.

Obtain an aerosol can of Color TV Tuner Cleaner (Radio Shack #64+2320 or equivalent). Make sure the label states that it contains silicone, that it will not harm plastic and that it has a plastic tube to plug into the spray nozzle.

Power off the printer. Leave paper in the printer, but remove the ribbon. Gently move the print head to the middle of the carriage.

Cut a two inch square from a lint-free cotton handkerchief. Fold the cut cloth over on top of itself a couple of times until it is about the width of your printer ribbon and is about four layers.

Insert the cloth into the print head exactly where the ribbon was, between the pin guide and the ribbon shield. The cloth should not fit too tight.

Insert the tube into the aerosol spray cap. Put the end of the tube in contact with the cloth next to the pin guide of the print head and give a short quick press to wet the cloth.

Turn on the printer and send a page of print to the printer (self test can be used). Now move the cloth a little to the side so that you have a clean spot. If necessary, give the cloth another shot of fluid and print out another page.

Remove the cloth from the print head and print a page (without the ribbon). If you see any printing on the paper, put the cloth back into the print head and repeat the whole process until the page prints clean.

Finally, install the ribbon and enjoy the improved print. THANKS LIT!

PRINTER RIBBON REINKING: by Henry Hein

This advice does not apply to carbon ribbons. Long ago I wrote on this briefly. Ever get a dull printout and can't find a new replacement ribbon? Don't fret, yes, it's your fault. To be safe you can always revive the one you forgot to throw away without having to leave your house, that is, if you have the following: STAMP PAD INK, RUBBING ALCOHOL, EYE DROPPER, POCKET KNIFE REAMER and DRILL.

Ribbon reinking kits are far overpriced and I've seen them sell for \$40. Ridiculous, I say! You can do *many* for \$3 or less if you follow my instructions carefully.

Find a table or workbench and place a newspaper about 4 ply thick on it. Put your cartridge flat on the paper and drill a hole about 1/8 to 1/4 inch wide about 3/4 inch away from the ribbon's tow winding axles. Most cartridges are one directional. If yours isn't, drill the hole only at the loaded side.

Get the eyedropper and fill it with Carter's stamp pad ink. Some other brands may do as well but be careful, they may contain a plastic dissolving chemical and could do damage. Test it out on a piece of plastic or by placing a drop of it on the outer casing of the cartridge and rub it off after a minute or so to see if any discoloration or erosion shows up after wiping it away with a piece of newspaper or toilet tissue. If not, you're in business. NEVER use INDIA INK!

Squeeze the rest of the eyedropper's contents into the drilled hole. DO NOT LIFT the cartridge from its position. Now fill the alcohol bottle's cap with alcohol and fill the eyedropper with it. Squeeze the contents into the hole. Let it sit a few minutes.

While it's sitting you can rinse out the eyedropper, cap, and put it all away, except for the ribbon cartridge.

Gently lift it with both hands in its FLAT position and inspect edges for leakage. If so, your cartridge has a you know what. No problem! You can wash your hands later, and the paper on the table prevented an indelible stain.

If a leak shows just wipe off with tissue or something else.

Cartridges usually have a screwhead (Phillips or standard) slot. Use an appropriate screwdriver bit in your drill and set it in low speed. Watch your ribbon moving with the pattern your refill job did. You can gauge the

amount of ink you need to reink the ribbon thoroughly WITHOUT making it soaking wet. Give the ribbon a two or three minute ride on each try with the drill. If it's too wet, don't fret! Use a clean lint free cloth to wipe off excess by pressing lightly with your index finger over the exposed ribbon while holding the cartridge between thumb and middle finger, holding the drill with the other hand, of course.

Sounds like a big to-do, eh? How many stationery stores are open on Sats and Suns. And they get as much as \$12 for some cartridges when they're open. No wonder they can close on weekends!

PS...If you don't need the reinked ribbon right away you can store it in a SEALABLE plastic bag indefinitely.

SPOOL RIBBONS are cheap enough and can be ordered in bunches, but in case you didn't, shame on you! It may be a little messier. Mounting it on a small board with two nails protruding from it helps. Don't bother with cloth ribbons, the printer's pins may stick. If so, you may need Chuck Reinhart's advice, above. Nylon ribbons are best suited for DMPs but cloth can do well in a pinch if pins are clean.

Just roll the ink on bit by bit if you have a roller bottle of stamp pad ink.

If not, the eyedropper will do with the least amount of squeezing. After you think (on a visual inspection run-through pass of the ribbon) that the ribbon is reinked add a few drops of alcohol as a dispersant. Stamp pad ink is thick but still very fluid. The alcohol eventually dissipates but aids in spreading the ink base more uniformly on the ribbon.

If the spool owner doesn't care for the messy job and the stores are still open, get any ribbon needed for your size spool. You might not find a spool to fit your printer so cast off the ribbon from the old spool, and rewind the new ribbon on it. Go into the sewing box and get two snap button sets 1/4 to 1/2 in diameter and make your own ribbon 'stops' at reasonable distance from the ends of the ribbon, usually a three or more inch lead. NOW YOU'RE IN BUSINESS AGAIN!

Yes, ribbons wear out, but they can last a LONG time with reuse over and over again. If your ribbons show signs of fraying that is when you should get a NEW one. Otherwise, it's NOT necessary! Happy Printing!

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TI-99/4A SUPPLIERS

Code following name:
S=Software H=Hardware K=Keyboards P=Publication
* = Catalog available

Submitted by Janet Ryan
NUTMEG TI-99ERS USER GROUP 12/12/87

AMNION HELPLINE (S)
116 Carl St.
San Francisco, CA 94117
(415) 753-5581

ARMADILLO BYTES (SH*)
BOX 181662 (also disk &
DALLAS, TX 75218 hdvre repair)
(214) 328-9257

ASGARD SOFTWARE (S*)
P.O. Box 10306
Rockville, MD 20850
(301) 559-2429

L.L. CONNER ENTERPRISE (SH)
COMPUTER & ELECTRONICS
1521 Ferry St.
Lafayette, IN 47904
(317) 742-8146 or (317-423-4879)

DATABIOTICS, INC. (SH*)
P.O. Box 1194
Palos Verdes Estates, CA 90274

DIJIT SYSTEMS (RGB conversion)
4345 Hortensia St.
San Diego, CA 92103

DISK ONLY SOFTWARE (SH*)
P.O. Box 4170
Rockville, MD 20850

ENHANCED PC PURSUIT SERVICE
GTE Telenet Communications Corp.
12490 Sunrise Valley Drive
Reston, VA 22096
1-800-368-4215 B-5 M-F
1-800-835-3001 24 hrs

GENIAL COMPUTERWARE (SP)
835 Green Valley Drive
Philadelphia, PA 19128
(Magazine on "Disk")

GREAT LAKES SOFTWARE (S)
804 E. Grand River Ave.
Novell, MI 48843

HORIZON RAM DISK (H)
P.O. Box 554
Walbridge, OH 43465
(419) 666-6911

INNOVATIVE PROGRAMMING (S)
P.O. Box 2737
Rohnert Park, CA 94928
(707) 585-3922

McCANN SOFTWARE (S)
P.O. Box 34160
Omaha, NE 68134

MILLERS GRAPHICS (SH*)
1475 W. Cypress
San Dimas, CA 91773

ML SYSTEMS (K)
BOX 268
Valley Falls, RI 02864

MYARC, INC. (HS*)
P.O. Box 140
Basking Ridge, NJ 07920

NAMELOC SOFTWARE (S*)
3971 SE Lincoln
Portland, OR 97214

PILGRIMS PRIDE (SH*)
P.O. Box 2
5 Williams Lane
Hatboro, PA 19040
(215) 441-4262

QUALITY 99 SOFTWARE (S*)
1884 Columbia Road #1021
Washington, DC 20009
(202) 667-3574

QUEEN ANNE COMPUTER SHOPPE (SH*)
6102 Roosevelt Way N.E.
Seattle, WA 98115
(206) 283-0953

RAVE 99 CO. (KH)
112 Rambling Rd.
Vernon, CT 06066
(203) 872-9272

MR. DAVID ROSE (S)
2781 Resor Rd.
Fairfield, OH 45014-5053

RYTE DATA EXPRESS (PH)
210 Mountain St.
Haliburton, Ontario K0M 1S0
(705) 457-277 (order)

T.A.P.E. Ltd. (SH*)
1439 Solano Pl.
Ontario, CA 91764
(714) 989-9906

TENEX COMPUTER EXPRESS (S*)SH
P.O. Box 6578
South Bend, IN 46660
(219) 259-7051 (info)
(800) 348-2778 (order line)
(800) 259-7053 (order status)

TEX-COMP (S*)SH
P.O. Box 33084
Granada Hills, CA 91344
(818) 366-6631

TEXAMENTS (S*)
53 Center St.
Patchogue, NY 11772
(516) 475-3480

TRITON PRODUCTS CO. (S*)SH
P.O. Box 8123
San Francisco, CA 94128
(800) 227-6900

VIDEOVISION (SH*)
236 Upton St.
Grafton, MA 01519
(617) 839-4134

MICROpendium (P)
P.O. Box 1343
Round Rock, TX 78680
(TI-99/4A monthly news publication)

COMPUTER SHOPPER (P)
P.O. Box 1419
Titusville, FL 32781-9988
(800) 327-9926
(this publication may also be purchased
in drug stores - magazine section)

CORCOMP (HS*)
2211-G Winston Rd.
Anaheim, CA 92806
1-714-956-4450

THE BUNYARD GROUP
P.O. Box 53171
Lubbock, TX 79453
(Hardware manual for TI-99/4A)

TIGERCUB SOFTWARE (S*)
156 Collingwood Ave.
Columbus, OH 43213

PRINTER CONTROL FROM TI-WRITER...

By: Robert Neal

I've had several members ask me how they could access various functions of their printer from TI-Writer, such as DOUBLE STRIKE print. They have seen how I've used various fonts in the newsletter, and all printed in a single pass, no cut and paste other than the graphics. I've passed on some of this information to them, but I figure there are probably several others out there who may benefit from this information.

First, you need to enter the following chart into a TI-Writer file. You may ignore the lines that begin with a .CO as these are only comment lines. You can also ignore the information that follows the comments made after the .TL XXX:XX,XX,XX statement, but for reference, you'll probably want to key this in as well.

The "." commands must be flush against the left hand margin.

```
.CO
.TL 30:27,69      emphasized print   SHIFT E  (E)Emphasized
.TL 24:27,70      cancel above     SHIFT Z
.CO
.TL 9:27,52       Italic           SHIFT I  (I)Italic
.TL 11:27,53      cancel above     SHIFT K
.CO
.TL 18:27,43,1    underline       SHIFT R  (U)Underline
.TL 4:27,43,0     cancel above     SHIFT P
.CO
.TL 3:15          condensed print  SHIFT C  (C)Condensed
.TL 23:18         cancel above     SHIFT V
.CO
.TL 23:14         double wide print SHIFT W  (W)Wide
.CO
.TL 4:27,71       double strike   SHIFT D  (D)Double strike
.TL 19:27,72      cancel         SHIFT S
.CO
.TL 14:27,83,0    superscript     SHIFT P  (S)Superscript
.TL 2:27,83,1     subscript       SHIFT H  (S)Subscript
.TL 14:27,84      cancel 2 above  SHIFT N
.CO
.TL 1:27,44,1     pica -10 char  SHIFT A  (P)Pica
.TL 20:27,46,2    elite-12 char  SHIFT T  (P)Twelve char/inch
.CO
.TL 26:27,64      reset printer   SHIFT Z
.CO
.TL 25:27,37      enable paper detection SHIFT Y
.TL 15:27,36      disable paper detection SHIFT O
.CO
.TL 21:7          sound buzzer    SHIFT B
.CO
.TL 30:27,30      1/4 line space  SHIFT 4
.TL 7:27,48       1/8 line space  SHIFT 8
.TL 0:27,49       7/72 line space SHIFT 2
.CO
.TL 28:27,53,0    USA characters  FCN  Z
.TL 31:27,53,2    GERMAN characters FCN  U
.TL 27:27,53,4    FRENCH characters FCN  R
.TL 27:27,53,6    ITALY character  FCN  T
```



Now save off this file to disk, such as DSK:PRINTCODES. To use these new commands, you can either merge this entire file with your letter you are writing, or simpler yet, use the .IF (include /is) by entering .IF DSK:PRINTCODES as the first line of your letter. The 'x' denotes the disk number that PRINTCODES resides. Now each time you write a letter you can make use of the functions of your printer, quickly and easily.

Let me explain how you would enter these commands. These commands are all entered using the CTRL U function of TI-Writer. You first press CTRL U, both together, the prompt should go from a solid block to a underline. Then press the keys shown to the right of the transliterate command and finally return to the editor mode by pressing CTRL U again. For example, say you want to go into condensed print, first press CTRL U, then SHIFT C, and then CTRL U. With the character set my TI-Writer uses, a 3 with a dot appears on the screen. From this point in the document all printing will be done in condensed print until you change it. To turn off the condensed print, press CTRL U, SHIFT V and CTRL U again, a 4 with a slash mark should appear on the screen. You have now toggled the condensed print on and off with in the middle of your document.

These commands at first may appear awkward, but I have attempted to use keys that can be easy to remember wherever possible such as SHIFT E for Emphasized and SHIFT C for condensed and SHIFT D for Double strike. After referring to the chart a couple times, you'll soon remember these commands which you use on a regular basis.

I should point out that the commands listed are for the GEMINI 108 printer. These should work for most of the Epson compatible machines. If you have a different printer some of these commands may or may not work. You can easily modify the commands by replacing the control codes I've used with those that work with your printer. As an example say that the Emphasized code on your printer was instead of being 27:69 it used a 27:35. Find the line that has .TL 3:27,69 and change it to .TL 3:27,35. The '3' in this example is the ascii value of the 'SHIFT E' when in the CTRL U mode. The information that follows the '.' is the control codes in decimal for the printer as outlined in your printers manual.

Hopefully this I've been able to present this information in a somewhat easy to understand fashion. Using these commands is simple, and takes just a little trial and error in getting it right. Let me end this article with a sample text using the functions in this article.

This is elite print (12 char/inch)
 This is condensed print (7 char/inch)
 This prints double wide while still in condensed print mode.
 And this results to 10 char/inch.

And let's not forget the superscript and subscript character font.

You can get EMPHASIZED PRINT and also DOUBLE STRIKE PRINT quickly and easily with the use of the TRANSLITERATE COMMAND SET. Did you see how easily the ITALIC character set was to begin and end? And also how the UNDERLINE function worked using a solid underline and without the need of using the caret as the space delimiter?

Using the transliterate, EVERY ASPECT of your printers capabilities can be accessed.

COLISTER

A TINYGRAM

by Ed Machonis

Another 28 column lister? Why not? This one happens to be my favorite and not just because I wrote it. I like it because it does the job the way I want it done, but then I wrote it that way.

At the time I wrote COLISTER, I had no access to any program that could do what I wanted done, which was to be able to list a program to disk or printer in 28 column format, the way it appears on the screen.

A 28 column listing makes it easier for the reader to type in the program with less chance for error. It also makes it simpler to check for errors should any creep in. One only has to check the end of each line as it appears on the screen against the printed listing to see if any characters were omitted or added. (Home Computer magazine never did learn this lesson.)

But the biggest reason is that it not only saves the work of typing in a program in 28 column format, but it eliminates the chance for typing errors. By letting the computer do the work, nothing can go wrong. (If you believe this, I have a fantastic deal on a Bridge I'd like to tell you about!)

Why not just LIST to Printer or Disk? It's not that simple. The computer will list the program in 80 column format. Why not set the printer's right margin at 28? It will work up to a point. The point being a program line of more than 80 characters. The computer will send a carriage return after the 80th character and start printing the rest of the code on a new line. Listing to disk will also give you an 80 column listing.

Since I originally wrote this program several years ago, two programs that do the same work have been brought to my attention. One is 28 Column Converter by Jim Peterson, published in Tiger Cub Tips #18, and the other is COLIST, a Fairware program by the McGoverns. Both are very nice programs and you may well find them more useful to you than the one presented here. (I had originally named my program COLIST but have since renamed it COLISTER to avoid confusion.)

COLISTER has a couple of features not available in the other programs. First, it will print a blank line between program lines. I feel this makes it easier to "read" the program, especially the spaghetti code I am prone to. It facilitates picking out a line number in the middle of the program when following those GOTOs and ELSEs.

Second, it TABs the output 6 spaces. This centers the listing when merged into 40 column text in TI-Writer's Editor, and provides a margin so hard copies can be loose leaf bound.

COLISTER does not require that a program's line numbers be resequenced in order to list it. A lot of my program lines are numbered from 1 to 10. Default resequencing (100,10) would sometimes destroy their Tinygram status. (COLISTER is a good example. One Tinygram "trick" is to use single digit line numbers to gain a few extra character spaces for your code.)

COLISTER will print to either disk or printer. Listings printed to disk can then be merged with text in TI-Writer's Editor. Do not print the listing through the Foreatter unless you have modified your Foreatter file to ignore the special format command characters that are also often found in programs.

This Tinygram uses only 4 sectors of disk space, which can be reduced to 3 sectors by deleting line 1. It earns its keep on my SSSD utility disk. (Small is Beautiful)

Using COLISTER is very simple. First, load into memory the program you want to list. Next make a BV 80 listing by typing LIST "DSK#.FILENAME". Don't use the same filename as the program or the listing can overwrite the program.

Then load and RUN COLISTER. At the first prompt, enter the DSK number and the filename used above. For the second prompt, enter the print device name. This can be either PIO, RS232, or DSK#.FILENAME2. Again, use a different filename if reading from and writing to the same drive.

If you don't want the blank line between program lines, just change the FOR statement in line 8 to read: FOR I=0 TO L-1. The TAB setting in this line can also be changed or eliminated, as

desired. If for some reason you want a listing with a different width, say 40 columns for those "other" owners, just change the value of C in line 5. (The reason it's in line 5, and being constantly updated, is because that's where the room was. Another Tinygram "trick".)

If you prepare program listings for newsletters, I think you'll find this program useful. The algorithm used to detect a new line number is relatively unsophisticated. It hasn't failed me yet, but I'm sure that someone, someday will write code that will trip it up. For that reason it is well to always look over the output to be sure that lines have not been split or joined when they should not have been.

```
1 ! *** COLISTER ***
```

```
A Tinygram by Ed Machonis
QB-99ers, Bayside, NY
```

```
2 PRINT :!st LIST your prog
ra to diskThen RUN COLISTER"
```

```
3 PRINT ::;"INPUT FILENAME?
ex:DSK#.LIST" :: INPUT F$ ::
INPUT "OUTPUT FILENAME? ex:
PIO or DSK#.LIST28" :P$
```

```
4 OPEN B1:F$,INPUT :: OPEN #
3:P$,OUTPUT :: ON ERROR 10
```

```
5 C=28 :: LINPUT #1:A$ :: IF
LEN(A$)<C THEN B
```

```
6 LINPUT #1:B$ :: IF VAL(SEG
$(A$,1,POS(A$, " ",2))<VAL(S
EG$(B$,1,POS(B$, " ",2)))THEN
F=1 :: GOTO 8
```

```
7 A$=A$&B$ :: IF LEN(B$)>=C
THEN 6
```

```
8 A=LEN(A$): L=A/C+.99 :: F
OR I=0 TO L :: PRINT #3:TAB(
6):SEG$(A$,1+I*C,C):: NEXT I
:: IF EOF(1)AND F=0 THEN CL
OSE #1 :: CLOSE #3 :: END
```

```
9 IF F=1 THEN F=0 :: A$="" :
: GOTO 7 ELSE 5
```

```
10 ON ERROR 10 :: RETURN 7
```

Thanks Ed! H.

MULTIPLAN

BY

AUDREY BUCHER

In this article I'd like to just pass along a few helpful hints I have learned from various sources concerning the use of Multiplan.

When I first purchased my Multiplan package, I dutifully made a back up copy, only to find that it would not run. Chuck at the Computer Bug helped me out on this problem by reminding me that the disk containing the Multiplan files must be named TIMP.

From the Decatur 99er's User Group newsletter, I learned that the time it takes to initialize MP and the response time when it is working with the overlay file is affected by the location of the files on the disk. You can load the files in the desired order by copying them one at a time to a newly initialized disk named TIMP. The best order seems to be: OVERLAY, MPHLP, MPCHAR, MPDATA, MPINTR, and then MPBASE.

Although two drives are recommended for MP, it is possible to run it with only one drive. Before I purchased my second drive, I found it helpful to eliminate the help file from my working disk, thereby freeing up 158 sectors for a data file. I simply made a new disk for each application of MP that I wanted to use in order to eliminate having to switch disks.

If you do have two disk drives, please note that Multiplan will load automatically from any disk drive. Therefore you may put your MP disk in drive 2 and use drive 1 for your data disk as this is the default in the program. If you choose to use drive 1 for your MP disk, you have two options. You must either use a sector editor to change the defaults or upon entering MP, select the Transfer Options command by pressing T, then the letter O. Advance to the set up field by using control A and designate the data file drive as DSK2. Press enter and you're ready to go. If you prefer to change the default, I suggest you copy the file MPINTR onto a new disk. Load up your favorite sector editor and edit sector 22 which will be the first data sector. Shift into ASCII screen mode and find the words DSK1. Change this to DSK2 and it will automatically load from drive 2. Note that it will not show up in the Transfer Option as DSK2, just as DSK1 did not show up. While you are in the sector editor, you may want to change the default for your printer to PIO if you have a parallel printer. Simply replace the words RS232 with PIO. The RS232 data after that should be blanked out by using the space bar. Now write the sector back to disk and you are in business.

TI has released some enhancements for the Multiplan disk that speeds it up a little and also gives you auto repeat when moving the cursor around the screen. If you do not have these, I will be glad to furnish them to you.

I like to print out most of my spreadsheets in condensed print and was disappointed there was no way to do this from within MP. I made a small program to initialize the printer and tried to remember to run it first. Then one day I saw an ad in Micropendium for a Fairware Program called TIMP PRINT by J&B Mathis that allowed you to enter print controls from within your spreadsheet. It works great using the xternal copy command. I will be putting a copy of this in our library.

Next month we'll take a look at setting up a template. If you have any hints you'd like to share please send them in.

SPRITES, PART 2 - by Jim Peterson

Several sprites can be created by one statement, such as CALL SPRITE(#1,42,16,10,10,#2,65,2,20,20).

The pattern of several sprites can be changed at once by CALL PATTERN(#1,CHAR,#2,CHAR) - this is very useful when changing the pattern of a character which has been created from two or more sprites.

Several sprites can be set in motion simultaneously, or have their motion changed simultaneously, by CALL MOTION(#1,RV,CV,#2,RV,CV,#3,RV,CV) etc. This is also very useful when moving a character formed of two or more sprites.

Several sprites can be recolored simultaneously with CALL COLOR(#1,C,#2,C) etc.

Several sprites can be relocated together by CALL LOCATE(#1,DOTROW,DOTCOL,#2,DOTROW,DOTCOL) etc.

The position of more than one sprite can be found at one time by CALL POSITION(#1,DOTROW1,DOTCOL1,#2,DOTROW2,DOTCOL2), etc.

A sprite can have only one color, unlike a screen character which can have a foreground and background color. Any dots which are not "turned on" in the character being used for the sprite will be transparent. However, a sprite with a higher number, using a redefined character with all dots turned on and of a different color, can be created at the same dotrow and dotcolumn, giving the illusion of a sprite with foreground and background color. Up to 4 sprites can be stacked in this way to create a multicolored sprite effect. If the sprite is stationary, colored graphics behind all 4 sprites can give the illusion of even more colors.

Sprites always appear to be in front of screen graphics, and lower-numbered sprites always appear in front of higher numbered sprites. However, by skillful swapping of sprites, remarkable 3-D effects can be created, seeming to show a sprite passing before and then behind another, or before and then behind a graphics object.

Another way to simulate 3D is to place

a second higher-numbered sprite behind the first, of the same pattern but of a darker color, and offset by a few dotrows downward and to the side, so that when both are set in motion the one appears to be flying above the surface with the second following as its shadow.

Sprites can also be used to add an apparent third color to screen graphics, which can have only two colors in one character.

It is difficult to create the impression of curved lines with redefined characters because they are composed of dots rather than lines. This becomes even more obvious in sprite magnifications 2 and 4, when each dot is magnified into 4 dots. A circle will appear more round, and of the same size, if it is composed of 4 redefined characters in magnification 3 than of one character in magnification 2.

Larger figures can be created using several sprites placed next to each other, providing that not more than four are in a row horizontally. These can be of several colors, and can be set in motion simultaneously.

Although it is stated that sprites, once set in motion, will continue to move regardless of what the program is doing, this is not quite true. If the program is doing a lot of calculating, the sprite motion will be jerky and irregular.

By setting a sprite in motion, and using a loop to change it through a series of patterns, remarkable animated graphics can be created, in such the same way that cartoon movies are made.

It is difficult to control motion exactly with CALL MOTION. For more precise control, sprites can be moved from one point to another, dot by dot, by using CALL LOCATE within a loop, such as FOR DC=1 TO 100 :: CALL LOCATE(#1,50,9C):: NEXT DC. This movement will be very smooth but slow; adding a STEP 2 or STEP 3 will make it faster but less smooth.

If you have Memory Expansion, CALL LOAD(-31806,96) will freeze all

sprite motion and CALL LOAD(-31806,0) will release all sprites to their normal motion. By first freezing the motion and then creating up to 28 sprites with predefined motion, all can be set into motion at once, creating some very remarkable effects.

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The Gramulator for the TI-99/4A

At last! A direct equivalent for the popular but out-of-production Gram Kracker has been designed by an engineer in Massachusetts. It's called the Gramulator.

A wire-wrapped prototype was demonstrated to the Magnetic User Group in Andover, MA at their September meeting and it performed flawlessly. The Gramulator offers virtually all of the features of the Gram Kracker, but is targeted to cost less.

No production Gramulators have been built yet. To go from a prototype to a production model requires an investment of about \$1,000. As with anything else, the more that can be made in one batch, the cheaper they will be.

You are invited to respond to this offer if you would consider purchasing this product. Technical questions are welcome. Please write to:

Mark Van Coppenolle
52 Audubon Road
Haverhill, MA 01830
(617) 372-0836

or sign the register at the booth where you picked up this brochure. Actual production of the Gramulator depends on the amount of feedback received - no feedback, no product.

Features

The Gramulator simulates 64k of GRAM and 16k of RAM (in two 8k banks at >6000->7FFF).

- 1) You can customize the built-in TI operating system in GEOM 0 and TI Basic in GEOMs 1 and 2.
- 2) You can backup your GEOM and ROM cartridges to disk to protect your investment and reduce wear on the cartridge port. All TI, Altirisoft and Parker Brothers cartridges can be backed up. (Does not work with MBX).
- 3) Acts as a "Super Space" cartridge allowing you to run programs requiring RAM at >6000->7FFF including Myarc's XBIU.
- 4) Allows you to use a customized GEOM 0, or 1 and 2, while a cartridge is in the slot. One application is that you can use your own character set with a cartridge like TI-Writer.
- 5) Capable of loading user written GPL code.
- 6) A total of 80k of memory with lithium battery backup.

The software needed to load and save GRAM and GEOM will be built-in for instant access. A memory editor, which will be supplied on disk, will allow you to alter and save any program loaded into the built-in GRAM or RAM. User documentation and technical information will be included.

Memory expansion and a disk drive are required to take full advantage of the Gramulator.

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