



Northern Nevada Ninety Miners



NEWSLETTER

Vol. 5 - No. 5 MAY 1989 \$ 1.25

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R ***** R
  $           $
E $ NEXT MEETING $ E
  $ ----- $
M $ TUESDAY 5/30/89 $ M
  $           $
I $ 7 O' CLOCK P. M. $ I
  $           $
N $ ROUND TABLE $ N
  $           $
D $ WEST 4th & VINE $ D
  $           $
E $ RENO, NEVADA $ E
  $           $
R ***** R

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*** MEETING MINUTES - 4/25/89 ***

The meeting was called to order by the president, Dic Slunaker, at 7:04 P.M. at the Round Table Pizza parlor with 12 active members present; including three guests: Mr. John Henry, Mr. Michael Henry, and Ms. Joan Leach. Welcome!

Also, a special welcome to two of our members which we hadn't seen for quite awhile, Mr. Tom Card and Mr. Harry Rhea. Both of them came in to renew their memberships. Harry even drove in all the way from Ely! Now that's dedication for you... Thank you both, gentlemen, for supporting your users' group.

*** OFFICERS' REPORT ***

The president asked the members if there were any corrections to be made to last months meeting minutes, as printed in the newsletter. No errors were noted, and the minutes were accepted as is.

Treasurer's Report - Richard Emblen reported to the group that our general operating fund was now \$250.00, and that the official active membership count is 28 members.

Also, as stated in last months newsletter, a list of members in arrears was submitted to the president. And, in accordance with the bylaws of the 4N Constitution: "Members shall be suspended when their dues are two (2) months in arrears, and they have been duly notified by an authorized Board member."

For notification purposes, the monthly newsletter shall serve in this capacity.

The following people have let their membership lapse and are no longer in good standing:

Jim Armstrong, Craig Clark, Lew Dawson, Mike

***** IN THIS ISSUE: *****

- * TIPS FROM THE TIBERCUB #49 (Courtesy: Jim Peterson Tigercub Software)
- * GOOD OLD DAYS (Commentary) Part III: Dark Ages (Courtesy: Jack Suhgrue - IMPACT 99)
- * infoBITS (TI News & Information)
- * CSI#FINDER (Fairware) Instructions for last months Cassette utility (Courtesy: Joseph E. Bartle - LIMA 99/4A - BITS, BYTES, & PIXELS - 2/89)
- * CARTOON (Courtesy: LARSON)
- * ACHTUNG! (Courtesy: Edgar Lecuyer - CLUB 99 4/87)
- * MONOGAMY IS A MUST (Courtesy: Chuck Moss - DETROIT NEWS 9/89, by way of S. Bay US BITS & BYTES 1/89, via the ROM newsletter 3/89)

DiGangi, Bob/Trish Gastoni, Gail Hurlbut, Dena/Bernard Johnson, Mike/Kathleen LaBella, Danny Pool, Bob Purington, Larry Robinson, and Cheryl Stander.

The following people fall within the 2-month grace period:

Steve Bombard, Jerry Collins, and Frank Schickel.

If there are any errors to the above list, or you would like to reinstate your membership, please contact the treasurer as soon as possible.

*** OLD BUSINESS ***

A brief recap was given on the TI-Artist S.I.G. meeting. Afterwards, Ed Conradt handed out copies of a TI-Artist Quick Reference function chart to all those interested. The chart came from the '88 issue of MICKUPENDIUM, courtesy of Mr. Jon Hodges.

*** NEW BUSINESS ***

In the future, mailing labels on the newsletter will inform members of their active or inactive status. If it is high-lighted in green, then membership payment is due. If it is high-lighted in yellow, then membership payment is past due and the 1 month grace period is in effect. If the label is high-lighted in red, then membership payment is well overdue and the 2nd, final, grace period is in effect.

*** DISK'S OF THE MONTH ***

The two give-away programs featured this month were PLUS!, by Mr. Jack Suhgrue, and the "surprise" disk was TERR-WARE, by Mr. Terry Staph. Both disks were demoed after the close of the formal meeting.

1. PLUS! is a collection of handy utilities for the word processing environment and includes the following programs:

~ SIDE 1 ~ (Library disk - 54A)

BANNER - Banner-making tool
DESCAL - Desk calendar-maker
DOCPACKS/4 - FUNLWEB flow chart
GEM/DOCS - Graphics documentation
GOTHIC - Gothic letters for the printer
IFFING/TL - Include File tool
MAX-RLE - Picture Graphics tool
MICKEY - MAX-RLE Picture
MULTICOLUMN - Multi-Column program
PLUS!VIEW - Word-Processing tool
SETUP - Printer setup tool
SMALLIFY - Program compressor
T1, T2, T3 - (Read GEM/DOCS)
YEARLYCAL - Yearly calendar-maker

~ SIDE 2 ~ (Library disk - 54B)

1-9, C1-C9, - Templates (Read DOCPACKS 1,2,3
6-63, L1-L3 for complete explanation)
M1 M2
3/COL - Three-Column program
CAT - File/Program disk cataloger
FUNLSTRIP - FUNNELWEB Keyboard strip
IG!PAY - Pig-Latin converter program
INSTADUMP - Screen Dump Utility
INSTALABEL - Instant label-maker
INSTAMAIL - Instant Address List-maker
INSTAPRINT - Instant DVBO files printer

The author did a lot of work on this very versatile and easy to use program. It is an invaluable tool for the word-processing environment. Try it! You'll like it.

2. TERRWARE is a disk of 3 games: BLACKJACK, JOKERPOKER, and WHEEL OF FORTUNE.

BLACKJACK and JOKERPOKER offers the player a friendly game of cards. BLACKJACK utilizes the joystick for all inputs and is fast and furious! JOKERPOKER pits you against the house odds. Both games follow Las Vegas rules.

WHEEL OF FORTUNE is another disk version of the popular TV game show. This one, however, beats out QS-Wheel, by Quality 99 Software, hands down. It offers a bonus round to the winner and even includes an editor for adding your own puzzles. Addicting!

All three games are well written and contain excellent graphics; definitely worth the asking price of only \$5.00.

Terry also has a unique program on biorhythms available called BID+, which includes a brief description on daily cycles, and, whether you're compatible with another person's biorhythm. He is presently working on an NFL Database! If interested, send him a blank, initialized, SS/SD disk for each of your requests and a return mailer to:

TERR-WARE
P O BOX 387
POCONO PINES, PA 18350

*** MONTHLY RAFFLE ***

This month's prize winners were:
TOM CARD - Telephone headset, and
ANDY YUAN - Computer labels
Congratulations!

The formal meeting was declared adjourned at 7:30 P.M.

*** EDITOR'S NOTE -



A Tip of the hat to:

JEFF ASENAS, newsletter editor of the TRI-VALLEY USERS' GROUP, for sending us a disk loaded with new and exciting programs to add to our library.

JIM PETERSON, from TIGERCUB SOFTWARE, for sending us a demo disk of his Nuts & Bolts collection, Volumes #1,2, 3. (To be featured at the upcoming meeting. -Ed.)

CENTRAL WESTCHESTER 99'ERS CLUB, for their recent diskazine which also contributed several new programs to our library. (Thank you, Mr. Art Byers!)

*** FAIRWARE OR FAREWELL?! ***

I used to convince myself that if I didn't use a fairware program often enough, then it certainly didn't warrant my paying the author for the use of it, no matter how small the asking price. No harm in that, right? After all, that is the purpose of the fairware concept.

But, after a period of time, I began to realize that I was using certain fairware programs more so than I had intended to. I found myself becoming more and more addicted to them!

FUNNELWEB, is a perfect example. It can run circles around TI-Writer and not even be short of breath!

DM-1000 is another one! It is still the most

helpful and most useful disk manager on the market and leaves the Disk Manager 2 in the dust.

REDISK-IT also deserves mention. I am totally impressed with its speed and accuracy at copying disks.

So... What am I getting at? Simple!

SUPPORT YOUR FAIRWARE PROGRAMMER!
IF YOU USE IT... PAY FOR IT!

Not only will you reap the benefits of receiving updates, but, you'll also be encouraging a lot of very talented people to go on providing us with worthwhile and quality software. Most importantly, you'll be keeping our special little orphan OUTSIDE of the closet, being put to good use, instead of inside, gathering dust. *SUBEND

FUNNELWEB -

Tony & Will McGovern
215 Grinsell St.
Kotara, NSW 2289
Australia

DM-1000 -

Bruce Caron
c/o OTTAWA TI-99/4A Users Group
P.O. Box 2144, Station D, Ottawa
Ontario, Canada K1P 5W3

REDISK-IT -

James Schroeder
2856 N. Holton St.
Milwaukee, WI 53212

IMPACT/99
by Jack Sughrue

GOOD OLD DAYS

PART III: THE DARK AGES

Were the Dark Ages really awful for all the people who lived through them? I mean, if I were a serf would I never have had any happiness if I truly didn't know about such things as freedom and rights? That's the impression we keep getting from everything we read about the Dark Ages (which were not called that, of course, except in hindsight).

Might we not be living in the Electronic Dark Ages right now? Might not some future generations (freed from a flesh body thanks to robotics and the research into Artificial Intelligence) refer to us as primitive, what with degenerating bodies; minds cluttered with trivia and obsessions; politics of death rather than life; slums, homeless, terror, war, famine?

But, still, might WE not think this is a pretty cool age? And we pretty cool cats? And Life a gas? (If not downright totally wicked awesome rad.)

So we come to the eve of orphaning of the 4/A. That infamous date (was it really a Friday the 13th?) will linger on in many memories. The doomayers leaped from what they thought was an abyss and began chanting, "Dark Ages. Dark Ages. Dark Ages."

I can clearly recall reading the announcement in the papers and saying, "Forsooth!" (or whatever was the proper expletive in those days), and going home that evening and taking the cover off my console and looking at it for a long time. Like Ol' Dog Tray, 4/A and I had been buddies for a long time. Now it looked like the last roundup.

"Wait a minute!" I thought aloud. "This computer still works. It's still better than an Apple or Commodore as is. There's no one down in Texas who is going to snap a switch that will shut off the 4/As instantly worldwide. We still have over 2 million owners. We still have software being made, books being written, and, best of all, my user group is still intact."

We're well into the second half of that decade now and we're not dead yet. Not by a long shot.

There have been some remarkable misjudgments by publishers and software and hardware companies. I think, for example, that the biggest mistake came when companies and the user groups eliminated the non-techies. Forgetting about them. Magazines like SMART PROGRAMMER overestimated the number of techies who would be interested in such things as internal schematics or such software as Advanced Diagnostics. Once the market was quickly saturated (some estimate TI techiehood as high as 10,000 people worldwide, out of a possible 2 1/2 million owners and a possible 7 million users) that was it. Software, for the most part, was just not being made for the regular user. As a result, lots of software companies died (as did lots of Fairware projects). Pirates were blamed for ALL these deaths. There was piracy, no doubt about it; but the pirates, for the most part, were the very techies who were a small part of this very small part of the TI community. No non-techie would pirate Advanced Diagnostics, for example, even if they knew how (which would make them a techie), as it would serve no purpose in that person's computer life. Nor would they pirate "Popeye" because they wouldn't have the technical ability to do so.

I think piracy has been overated as a cause of death. Particularly as there is no corpse.

I know of many people in our user group (and this has happened at least nationwide) who left, first, because they believed the doomsayers; second, because they didn't understand the nature of undergrounding; and, finally, because the rest of us had bought RAMdisks and DSDDs and 512s and 6Ks and were getting into Assembly and were discussing GRAMS and GROMS and other such things. Our workshops were turning into boring nightmares of technical jargon and fast-moving files flashing across multiple screens.

The general feeling of these enthusiastic techies was expressed often and loudly at faires and conferences and club meetings: "If you don't want to join the 20th Century and update your system, then get the hell out!"

As simple as that.

The tape recorder crowd who needed a slower pace or didn't have the money (or desire) for upgrading the system, was left in the lurch.

So were those who only wanted cartridges for software application: PERSONAL RECORD KEEPING, MULTIPLAN, LOGO. The one exception, of course, was TI WRITER.

I remember one meeting where a speaker talked for 45 minutes on Eproms. I didn't know what they were and no one in the audience knew (either before or after). Or cared. Fewer of the old regulars came to the meetings. There was no longer anything for them. Each time we lost a few more members, my heart would sink. Without the user groups, I knew, there would be no TI. The machine would still work, but there would be no community, no sharing, no fellowship.

We tried raffles and other bandaids for a while, but we didn't bring back the oldtimers. And there aren't any newtimers.

Or are there?

The TIs are still in the homes of many people. If only young people (including old young people) could be encouraged to take an interest.

Many of the techies (if they've not already done so) are going to leave the TI for greater techiehood. This is too bad. They left behind some great things. But they left behind (in those cases where there were club takeovers) many dead groups. Some of us are not technically oriented, nor will we ever be. There are a lot of 99ers out there with tape recorders; a lot of 99ers who have never used FORMAT on their TI WRITERS; a lot of 99ers who wouldn't even care to own a GRAM KRACKER (which is great for them as GK isn't made anymore). However, we non-techies can be assets to our groups. We can contribute and have lots to contribute.

What did we do in the old days of before and after the orphaning that was so different?

We went to our user groups as a social occasion, a monthly night out. I think that came first for most people. The 4/A was our commonality. It was social. We talked and shared and learned. We were all, more or less, in the same boat. Those who knew a bit more than we did helped us. We did not feel excluded.

I went to a large TI group last year with the intent of joining. When I got there I felt very uncomfortable. The members did not introduce themselves, nor did they ask me to "come on over" and chat. Nothing. The meeting was disorganized, but when it settled down, nothing happened. There were no workshops, no plans, no anything. Except for five or six men (a couple rather famous in the TI community) who kind of held sway, loudly cracking inside jokes as one or the other of them talked a little bit about what's on their BBS, about Eproms (Damn Eproms, I say!), about how to

wire in an XB chip to your console (using all the terms but without a chart or graph). Everyone (except those five or six) was bored to tears. I couldn't understand why anyone even came to the meetings. I didn't join, though I belong to quite a few groups.

When I went back to M.U.N.C.H. I noticed our meetings were getting like that (though not yet as bad).

When meetings started to get down to three and four members present, I knew drastic changes had to take place.

So what did we do to renew membership and keep it active?

First, we started having user workshops. Things we normal types wanted the computer for. Most people want to do something with wordprocessing or graphics. (PRINT SHOP is, after all, the most popular home computer program on the market - for other computers.) Desktop publishing it's being called, and it is just that. We started giving workshops on FUNNELWEB and PLUS! and CFS and TI-ARTIST and FONTWRITER, primarily, because people owned these programs or were seriously considering getting them, and they wanted to know how to use them. They wanted to go slowly and in small groups and ask lots of questions and have things shown a few times. People have a mistrust of manuals, no matter how simple. (The ones that are very simple seem too wordy; the ones that are thin seem to assume too much knowledge on the part of the user.) People like to see things in operation. They don't care how the TV or the car or the microwave or the washing machine work. They only want to be able to use the things. For most people, this is also true of computers. And for the TI in particular because most purchasers bought it for home and as their first computer experience.

We tried to provide for these 99ers, but we first had to get them back.

We improved the newsletter: increased the number of pages, eliminated the repetitious or irrelevant materials, tried to jampack it with goodies from all the exchange newsletters and add graphics and PROGRAMS TO TYPE IN whenever and wherever possible.

Next we mailed them to ALL former members inviting them back to the fold.

We had coffee and goodies available.

We greeted each new or returning visitor at every meeting and pulled them right into the pre-meeting group discussions.

And had signs xeroxed. A batch was given to each member present to put anywhere and everywhere.

We increased our raffles; brought back our text library, our long-forgotten tape library and dubber, our disk library.

At each meeting we begin with a social time (to talk, eat, look at the stuff for sale, for loan, for raffle), pull everyone together for a general filling-in of what the workshops that night will be and a filling-in of what's happening in our computer's world. Lots of jokes and fellowship. Then we have a short, semi-formal meeting (president, treasurer, secretary) and conduct the workshops. Meetings begin officially at 7. Most members arrive by 6:30. We end abruptly at 9:30.

We gave a list of all members names and addresses and phones to all members.

There is much outside-the-club contact. Many members belong to other clubs, too, so there is a greater sharing. If members show an interest in Eproms, for example, they can bring it up at a meeting and request a workshop for those interested.

The heart and the brain of the user group (for ALL user groups) is the newsletter. Without it, there is no real user group. It is the connector of members. It is the communicator. It is the touchstone and signature of each club around the world. The newsletters are as individual and quirky as the editors whose remarkable dedication continues to turn them out. You can tell from the newsletter if the club is friendly and worth joining.

The main ingredients in successful user groups are the four F's: FUN, FELLOWSHIP, FOOD, AND FRIENDLINESS. When groups get away from these qualities, they're fading into the shadows. However, as M.U.N.C.H. is proof, with a little effort a group can leap back into the light.

My 4A and I have been through a lot together. We're good buddies. It even sends me valentines.

Would an Apple have been that loyal? An IBM? Ha!

And 4A and me, we've got a long, long way yet to go.

Join us by joining (and rejoining) your user group, go to the meetings often, voice opinions, run for office, staple the newsletters, bring a cake. Something! Because YOU are the TI!

Ten years from now I hope you'll be reading IMPACT/99 and sharing some of our mutual trips down Memory Lane.

[This is the third of three articles about the author's personal experiences in the drama of 4Aing.]

[Jack Sughrue, Box 459, E. Douglas MA 01516]



*** RE-INKING RIBBONS & WD-40 ***

By Ed Machonis - OB Monitor (By way of the KAWARTHA KRONICLE, by way of the VAST Users Group Newsletter. -Ed.)

Several newsletters have carried articles about restoring ribbons by spraying with WD-40. I tried this a couple of years ago. It works. Then I happened across the following book which contained this excerpted paragraph:

From: EPSON, EPSON, READ ALL ABOUT IT! by Julie Knott & Dave Prochow

"Warning: Some Epson owners feel that the life of their printer's ribbons can be extended through the liberal application of the lubricant WD-40. This could be the most costly mistake you can make with an Epson printer. The WD-40 will revitalize the dried ink in the ribbons fabric, but it may also gum up the pins in the printhead. Although the lubricant consistency of WD-40 is ideal for large gears, it is not suitable for close-tolerance pin movement. Your choice as an Epson owner is between buying a new ribbon now or paying for a new printhead later."

I would disagree with classifying WD-40 as a large gear lubricant but the book seems otherwise authoritative. I only know of one person who regularly used WD-40 on his ribbons. I also only know one person who had to replace the printhead on his printer. Coincidentally, both are the same person.

Upon reading the above, I purchased a Mac Inker. I think it is terribly over-priced and if you are handy, you could make one. I find that re-inked ribbons do not last as long as the originals, but some of the ribbons have been re-inked 6 times. The advantage is I always

have a fresh ribbon. Perhaps that is why they don't seem to last as long.

The ink used contains a lubricant for the printhead. I don't think stamp pad ink would be a good idea as it lacks the proper lubricant. E.M.

*** FUNNELWEB V4.1 TIP ***

By Charles Good - LIMA OHIO 99 U6 (VIA the SOUTH BAY USERS GROUP. -Ed)

Do you have FWB V4.1 stored on a ramdisk designated other than DSK1? If so, when you call up FWB's DM-1000 you may have to wait for physical drive #1 to grind away for awhile before DM-1000 appears. This access of drive 1 every time you boot FWB's DM-1000 can be eliminated. Use FWB's DISK PATCH, or any other sector editor, to display the first sector of the M6 file. Make the display ASCII, and near the beginning of the sector you will see "DSK1.M6". Change this drive number to the ramdisk drive number that actually contains file M6 and your problem is solved. Now, when you select DM-1000 from FWB V4.1, it boots instantly!

*** FOR SALE ***



FREE FREE FREE FREE FREE
***** Peripheral Expansion Box *****
FREE FREE FREE FREE FREE

with purchase of:

BEIGE CONSOLE, RS-232 CARD, 32K EXPANSION CARD, TI DISK CONTROLLER CARD, SS/SD DISK DRIVE, XB MODULE, TERMINAL EMULATOR II, DISK MANAGER 2, PERSONAL RECORD-KEEPING, MULTI-PLAN, TI-WRITER. All for \$150.00! Please contact DAVID BELANGER for details. (702) 747-7848

Courtesy: Edgar Lecuyer - CLUB 99

ACHTUNG!

Alles touristen und not-technischen looken peepers! Das machine control is nicht fur gertingerpoken und mitten-grabben. Oderwise is easy schnappen der springenwerk, blowenfuse und poppencorken mit spitzenspaken. Der machine is diggen by experten only. Is nicht fur gerverken by das dunkopfen. Das rubbernecken sightseenen keepen das cotten picken hands in das pockets. So, relaxen und watchen das blinkenlights.

TIPS FROM THE TIGERCUB

#49

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PPM. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Mandy Dandy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!
TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION GAMES, REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCAB-

ULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPIES AND DISPLAYS

NUTS & BOLTS DISKS

These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLS available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 108 subprograms, 10 pp. of documentation. NUTS & BOLTS #3 has 140 subprograms and 11 pp. of documentation. NOW JUST \$15 EACH, POSTPAID.

TIPS FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS (Vol. 1) contains 50 original programs and files from Tips newsletters No. 1 through No. 14. TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24. TIPS VOL. 3 has another 62 from Nos. 25 through 32. TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW JUST \$10 EACH, POSTPAID.

\$ NOW READY \$
\$ TIPS FROM TIGERCUB VOL.5 \$
\$ Another 49 programs and \$
\$ files from issues No. 42 \$
\$ through 50. Also \$10 ppd \$

TIGERCUB CARE DISKS #1,#2,#3 and #4. Full disks of text files (printer required). No. 1 contains the Tips news letters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic

programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

Another one for the teachers and their students -

100 DIM K\$(17):: DIM B\$(185)
:: DIM C\$(18,2)
110 GOTO 150
120 SET,CH,K,S,K\$(I),J,B\$(I),C\$(J,I),Z\$,Y\$,X\$,Q,X,Y,W\$,PL\$,A,Q\$

130 CALL CLEAR :: CALL COLOR
:: CALL SCREEN :: CALL CHAR
:: CALL KEY :: CALL PLURAL
:: CALL SOUND

140 !@P-
150 CALL CLEAR :: FOR SET=0
TO 14 :: CALL COLOR(SET,2,8)
:: NEXT SET :: CALL SCREEN(5)
):: FOR CH=127 TO 129 :: CAL
L CHAR(CH,"0"):: NEXT CH

160 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(3,2):"
PLURAL ENDINGS Version 1.1"
:: GOSUB 250

170 DISPLAY AT(5,1):"@ Tiger
cub Software for free distri
bution. No price or copying
fee may be charged." !writt
en by Jim Peterson 20 Nov. 8
7

180 DISPLAY AT(12,1):"DO YOU
WANT TO:" (1)TAKE A TEST"
:" (2)FIND PLURALS":": TY
PE I OR 2"

190 ACCEPT AT(16,15)VALIDATE
("12"):Q :: IF Q=1 THEN DISP
LAY AT(12,1):""::""::""::"
:: GOTO 240

200 DISPLAY AT(3,1)ERASE ALL
:"This program has been pro
grammed with all the rules
for forming plurals, but
there are quite a few irre
g-

210 DISPLAY AT(7,1):"ular pl
ural forms in Englishso the
answer it gives may not alw
ays be right."

220 DISPLAY AT(15,1):"Your w
ord?" :: ACCEPT AT(15,12)VAL
IDATE(UALPHA):W\$:: CALL PLU
RAL(W\$,PL\$,A)

230 DISPLAY AT(17,1):"The re
gular plural form is";PL\$::

DISPLAY AT(20,1):" I"&S
EG\$(K\$(A),6,255)&RPT\$(" ",28
): GOTO 220

240 DISPLAY AT(12,8):"GETTIN
G READY...." :: GOTO 440
250 CALL KEY(S,K,S)

260 K\$(1)="No, if the word e
nds not end in E,F,H,N,S,X,Y
or Z just add S"

270 K\$(2)="No, if the word e
nds in IFE, change it to IVE
S (FIFE is an exception!)"

280 K\$(3)="No, if a word end
s in E but not FE, just add
S"

290 K\$(4)="No, if a word end
s in F, (except EF or FF)
change it to VES"

300 K\$(5)="No, if a word end
s in CH or SH, add ES"

310 K\$(6)="No, if a word end
s in H but not CH or SH, jus
t add S"

320 K\$(7)="No, if a word end
s in S, X or Z, add ES"

330 K\$(8)="No, if a word end
s in AY, EY, OY or UY, jus
t add S"

340 K\$(9)="No, if a word end
s in Y not preceded by a vow
el, change the Y to IES"

350 K\$(10)="No, if a word en
ds in N but not in MAN, just
add S"

360 K\$(11)="No, if a word en
ds in MAN, change it to MEN
"

370 K\$(12)="No, if a word of
Latin origin ends in U
S, change it to I"

380 K\$(13)="No, the plural o
f this word is the same as t
he singular"

390 K\$(14)="No, some words e
nding in UM change the UM to
A"

400 K\$(15)="No,if a word end
s in EF or FF, just add S"

410 K\$(17)="No, many kinds o
f fish have the plural the s
ame as the singular"

420 RETURN
430 !@P+

440 DATA CAT,DOG,COW,MONKEY,
PARROT,WHALE,PLATE,CUP,FORK,
SPOON,DISH,WATCH,HOO,PEA,AP
PLE

450 !@P-
460 DATA CUFF,CLIFF,SKIFF,RU
FF,CLEF,CHEF,CHIEF,DONKEY,CO

```

MIC
470 DATA LIMB,HAND,SOLO,SEA,
CLOUD,ROAD,BOY,GIRL,CORNCOB,
ARC,TREE,PIG,TANK,BALL,DRUM,
GUN,HARP,CAR,BOOT,SHOE
480 DATA MOTH,SLOTH,MYTH,LAT
H,DEATH
490 !in the next line, key i
n CTRL B before each word
500 DATA CARP, MACKEREL, SU
NFISH, PIKE, SALMON
510 DATA SAW,WINDOW,HOUSE,BA
Y,GUY,TOY,GOAT,CAM,AUTO,TRUC
K,BRA
520 DATA WIFE,LIFE,KNIFE,LOA
F,CALF,HALF,SCARF,ELF,LEAF,W
OLF,PELF,SELF,WHARF,HOOF
530 DATA GAS,MISS,KISS,LASS,
TRUSS,BOSS,GLASS,CLASS,IRIS
540 DATA LATCH,WITCH,BATCH,R
OACH,LEECH,PEACH,ARCH,BRANCH
,BIRCH,MULCH,BROOCH,POUCH
550 DATA SASH,CRASH,FLASH,VA
RNISH,WISH,FETISH,RADISH,BUS
H,RUSH
560 DATA BAY,BOY,DAY,RAY,TRA
Y,HIGHWAY,GUY,ALLOY,BUDY,KEY
,MONKEY,TURKEY
570 !in the next line, key F
CTN V before each word
580 DATA RADIUS, FUNGUS, CA
CTUS, GLADIOLUS, OCTOPUS
590 DATA MAN,WOMAN,FIREMAN,P
OLICEMAN,FOREMAN,CHAIRMAN,PO
STMAN,CHARWOMAN,MIDWIFE
600 DATA LADY,CANDY,BUDDY,BA
BY,ORGY,DOILY,PONY,PUPPY,STO
RY,PDSY,PARTY,COVY
610 DATA TALLY,ARMY,NAVY,FOL
LY,PANSY,ARRAY
620 DATA BOX,FOX,TAX,WAX,SEX
630 DATA SPA,BURU,POTATO,TOM
ATO,ZEBRA,SKI,OPERA,CIRCUS,P
LUS,MINUS,BUS
640 !in the next line, key C
TRL , before each word
650 DATA PANTS, SCISSORS, S
QUID, BEER, SHEEP, SWINE, MO
OSE, BISON, GROUSE, SERIES,
STAIRS
660 !in the next line, key C
TRL A before each word
670 DATA DATUM, MEDIUM, CUR
RICULUM, PLANETARIUM, SOLARI
UM
680 DATA I,WE,HE,THEY,SHE,TH
EY,THIS,THESE,THAT,THOSE,CHI
LD,CHILDREN,TOOTH,TEETH
690 DATA MOUSE,MICE,LOUSE,LI
CE,GOOSE,GEESE,OX,OXEN,FOOT,

```

```

FEET,CRISIS,CRISES,APPENDIX,
APPENDICES
700 DATA ROOF,ROOFS,FIFE,FIF
ES,PROOF,PROOFS,THIEF,THIEVE
S
710 FOR J=1 TO 185 :: READ B
$(J):: NEXT J
720 RESTORE 680 :: FOR J=1 T
O 18 :: READ C$(J,1),C$(J,2)
:: NEXT J
730 FOR J=1 TO 185 :: Z%=Z%&
CHR$(J):: NEXT J :: Y%=Z% ::
X%=SEG$(Z%,1,18):: DISPLAY
AT(12,1):""
740 RANDOMIZE :: Q=INT(203&R
ND+1):: IF Q<186 THEN 770
750 X=INT(RND&LEN(X%))+1 ::
Y=ASC(SEG$(X%,X,1)):: X%=SEG
$(X%,1,X-1)&SEG$(X%,X+1,255)
:: IF LEN(X%)=0 THEN X%=SEG$
(Z%,1,18)
760 W%=C$(Y,1):: PL%=C$(Y,2)
:: A=16 :: K$(16)="No, this
word has an irregular
plural form. It is "&PL% ::
GOTO 790
770 RANDOMIZE :: X=INT(RND&L
EN(Y%))+1 :: Y=ASC(SEG$(Y%,X
,1)):: Y%=SEG$(Y%,1,X-1)&SEG
$(Y%,X+1,255):: IF LEN(Y%)=0
THEN Y%=Z%
780 W%=B$(Y):: CALL PLURAL(W
$,PL$,A)
790 DISPLAY AT(12,14-LEN(W$)
/2):W$ :: DISPLAY AT(15,1):"
Type the plural form" :: DIS
PLAY AT(18,1):"" :: ACCEPT A
T(18,14-LEN(W$)/2):B$
800 IF B%=PL$ THEN CALL SOUN
D(50,523,5):: DISPLAY AT(20,
1):""::"":: DISPLAY AT(20
,11):"CORRECT!" :: DISPLAY A
T(12,1):"" :: GOTO 740
810 CALL SOUND(200,110,5,-4,
5):: DISPLAY AT(20,1):""::""
:: DISPLAY AT(20,1):K$(A)
:: GOTO 790
820 PRINT K$(A):: GOTO 780
830 !@P+
840 SUB PLURAL(W$,PL$,A)
850 GOTO 880
860 Y$,W$,PL$,A
870 !@P-
880 Y%=SEG$(W$,LEN(W$)-1,2):
: IF ASC(W$)=127 THEN PL%=SE
G$(W$,2,LEN(W$)-3)&"I" :: A=
12 :: SUBEXIT
890 IF ASC(W$)=128 THEN PL%=
SEG$(W$,2,255):: A=13 :: SUB
EXIT

```

```

900 IF ASC(W$)=129 THEN PL%=
SEG$(W$,2,LEN(W$)-3)&"A" ::
A=14 :: SUBEXIT
910 IF ASC(W$)=130 THEN PL%=
SEG$(W$,2,255):: A=17 :: SUB
EXIT
920 ON POS("EFHSXYZ",SEG$(W
$,LEN(W$),1),1)+1 GOTO 930,9
40,960,970,980,980,990,980,1
000
930 PL%=W$&"S" :: A=1 :: SUB
EXIT
940 IF SEG$(W$,LEN(W$)-2,3)=
"IFE" THEN PL%=SEG$(W$,1,LEN
(W$)-2)&"VES" :: A=2 :: SUBE
XIT
950 PL%=W$&"S" :: A=3 :: SUB
EXIT
960 IF Y%="EF" DR Y%="FF" TH
EN PL%=W$&"S" :: A=15 :: SUB
EXIT ELSE PL%=SEG$(W$,1,LEN(
W$)-1)&"VES" :: A=4 :: SUBEX
IT
970 IF (Y%="CH")+ (Y%="SH")TH
EN PL%=W$&"ES" :: A=5 :: SUB
EXIT ELSE A=6 :: GOTO 950
980 PL%=W$&"ES" :: A=7 :: SU
BEXIT
990 IF (Y%="AY")+ (Y%="EY")+ (
Y%="OY")+ (Y%="UY") THEN PL%=W
$&"S" :: A=8 :: SUBEXIT ELSE
PL%=SEG$(W$,1,LEN(W$)-1)&"I
ES" :: A=9 :: SUBEXIT
1000 IF SEG$(W$,LEN(W$)-2,3)
<>"MAN" THEN A=10 :: GOTO 93
0 ELSE PL%=SEG$(W$,1,LEN(W$)
-3)&"MEN" :: A=11 :: SUBEXIT
1010 !@P+
1020 SUBEND

```

Here's another tinygram -

```

100 CALL CLEAR :: CALL CHAR(
47,"000000007C"): DISPLAY A
T(2,1):"TIGERCUB ONE-FINGER
FIGURER"
110 DISPLAY AT(4,1):" Add an
d subtract with one:"finger
while the other hand keeps
track in a column - you ca
n type the minus sign withou
t the shift key!"
120 ACCEPT AT(12,10)VALIDATE
(NUMERIC,"/"):A$ :: ON ERROR
130 :: A=VAL(A$):: GOTO 150
130 ON ERROR 140 :: A=-VAL(S
EG$(A$,2,255)):: RETURN 150
140 CALL SOUND(100,110,5,-4,
5):: DISPLAY AT(18,1):"ERRON
EDUS INPUT!" :: RETURN 120

```

```

150 T=T+A :: DISPLAY AT(18,1
):"Total is";T :: GOTO 120
160 DISPLAY AT(18,1):"Total
is";T

```

The new Super Extended Basic offers CALL KEY input with validation. Now you can have it too. This subprogram will accept only one of the characters listed, ABCD in this case, and the value returned in K will be the position of the input in the validation string.

```

100 CALL KEYVAL(K,"ABCD")::
PRINT SEG$("ABCD",K,1):: GOT
O 100
10000 SUB KEYVAL(K,V$)
10001 CALL KEY(O,K,S):: IF S
=0 THEN 10001 :: K=POS(V$,CH
R$(K),1):: IF K=0 THEN CALL
SOUND(200,110,5,-4,5):: GOTO
10001
10002 SUBEND

```

CALL FLASH(L,R,C,T,K) where L is the number of DATA items, R and C are DISPLAY row and column, T is the flashing speed and J is the number of the item selected, will display options alternately until a key is pressed.

```

100 DATA FCTN 7=AID,FCTN 8=S
TART OVER,FCTN 4=QUIT
110 CALL CLEAR :: CALL FLASH
(3,1,8,15,J):: ON J GOTO 120
,130,140
120 PRINT "AID" :: STOP
130 PRINT "START OVER"::STOP
140 PRINT "QUIT"
10000 SUB FLASH(L,R,C,T,J)::
FOR J=1 TO L :: READ M$(J):
: NEXT J :: J=1
10001 DISPLAY AT(R,C):M$(J):
: FOR A=1 TO T :: CALL KEY(O
,K,S)
10002 IF S<>0 THEN SUBEXIT
10003 NEXT A :: J=J+1+(J=L)&
L :: GOTO 10001
10004 SUBEND

```

MEMORY FULL.....

Jim Peterson

From The Newsletters

By Earl Raguse

The following was taken from the South Bay UG 1/89 Bits & Bytes, who got it from the 8/88 Detroit News, who got it from the author Chuck Moss.

MONOGAMY IS A MUST

WHEN THE MODEM IS THE MEDIUM

For years now my computer-nut buddy Ian had been trying to sell me on modems. "you 'll love it," he said. "it's a whole new world!"

Now, modems are little devices that let your computer connect up with other computers through the phone lines. With a modem, your computer can link up with other machines that have modems, share programs, exchange data, and even merge with national and international networks.

"It's like a giant singles bar for computers," Ian boasted. "It's the new age of information. There are no limits to data transmission! Information is free, and mankind is liberated. It's the electronic revolution."

So I bought a modem and joined the revolution, but as usual, I was too late.

I immediately called up my friend, "Ian! I've finally got a modem. Hook up your computer. Lets upload and download, baby."

"Are you kidding?" he gasped. "I never connect with other computers anymore."

"But I've got some great new programs. Let's link up."

"No way, man! Who knows where those programs have been."

"But Ian," I protested, "what about the New Age of Information? What about the liberating electronic revolution?"

"Aww, c'mon. Where have you been? This is the 1980's. Haven't you heard of bugs? Haven't you heard of viruses?"

"Huh?"

"A computer bug is a program where some nasty person has stuck in instructions that make your computer do bad things. It might be simple, like flash 'Ha Ha' on the screen, or it might wipe out all your data. Some bugs can even crash your entire system."

"And some viruses are worse. Somebody can stick a line or two in a program's millions of commands that will not only do bad things, but will write itself onto other disks and programs. If it gets loose onto the networks, a bad virus can get into any computer that hooks in. There are lots of bad viruses out there!"

"So..." I felt sick.

"...so you can't be too careful. No hacker with any sense is going to let his computer hook on with just anyone."

"Not even for some quick data exchange?"

"Those are the worst," Ian said. "you're at risk for every virus in the book. After all, how much do you really know about the other computer? It might be the kink that goes on-line for any stray word processor with a wink and an access code."

"But the free flow of information," I cried.

"We've all had to change our habits, the free and easy days of the 1970's and early 80's are over, my friend. We've all had to adopt more responsible attitudes. Sure, we all used to link up on Saturday nights, but no more. In fact, now I only log on one system that I know is clean. Monogamy is fashionable."

"So how come I never heard of all this?"

Ian shrugged, "Search me. Didn't you get a packet from the surgeon general?"

"My great aunt Mildred probably threw it away," I said with a groan. "So it's over. My poor TI can never join that wild scene of swinging computers?"

"Only at your own risk," Ian said. "except well... you can buy a sort of buffer that identifies and catches program bugs as they come in. The exchange isn't quite... as sensitive. But it does offer protection. In fact, it's uniformly recommended that no actively networking computer be without one."

"You can't mean its come to this?"

"I'm afraid so," said Ian. "computer condoms."

```
*****
! This newsletter was compiled with !
! FUNNELWEB, TI-Artist, and PLUS! !
*****
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3 5 8 7 3

1 5 8 7 3

MEMORIAL DAY WEEKEND!
HAVE A HAPPY AND SAFE



ONE

A MUST
 2 THE MEDIUM
 by computer-nut buddy
 to sell as on moseba.
 "...as you c
 hacker with any
 out there!"
 "20...o2"
 1 1 1

LOL



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Group meetings are held on the last TUESDAY of each month at 7:00 P.M. at Round Table Pizza, W. 4th St. and Vine, Reno. Visitors are cordially invited to attend.