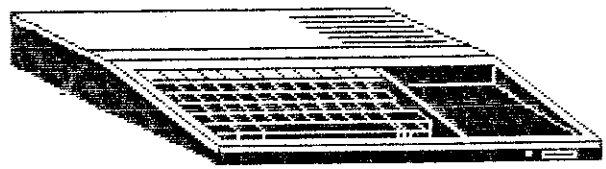
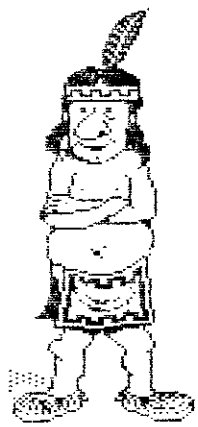
A publication of the TI 99/4 and 9640
Ogden users group inc.

OGDEN USERS GROUP



THE CLUB THAT REFUSES TO SAY GOODBYE

AUGUST 1989



Let's have BIG POW WOW

On LITTLE TI. 

At the CLUB Meeting.

TI-WRITER TIPS #3
- by Bob Seddon -

EFFECTIVE INDENTATION
part 1: the Editor

When you load the Editor you are in a new, as-yet-named file. If you call up the Tab line (CTRL c, T, Enter) you will see that the file has L at 0 and R at 79. Every 5th position is a Tab. There is also an an Indentation, but you can not see it because it is on the column of the L tab.

You can verify that there is, indeed, an I "beneath" the L tab by keying CTRL m. This command (New Paragraph) creates a Carriage Return at the location of the cursor, then drops the cursor down (to a newly-created blank line) to the preset Indentation. You will see that the cursor moves all the way to the L tab when it drops because the L tab and Indent are the same column in an unnamed file.

AUTOMATIC INDENTATION
of new paragraphs as you write
(I right of L; CTRL m)

You can reenter Tabs and make the I visible by typing "I" on any column not occupied by L or R, then keying Enter. Each time you reenter Tabs the I appears at its last set position.

Thereafter, when you key CTRL m the cursor drops down to the new indentation, not the L tab. CTRL m (New Paragraph), by rights, OUGHT to be named, "End a Paragraph by Making a Carriage Return, Create a Blank Line Beneath the Carriage Return, and Drop the Cursor to the I Column on that Blank Line".

You can change the position of I as many times as you choose, so long as you remember to delete the old I when typing in a new I; you can't have more than one. 0 and, perhaps, 3 are the most common for indenting. A negative indentation of -4 (when I is LEFT of L) is useful for outdenting lists; the other side of this sheet discusses outdenting.

ADDING INDENTATION
to one existing paragraph
(This method independent of I)
(CTRL o, g, r)

This transforms an unindented paragraph into an indented paragraph. It is manual and has nothing whatsoever to do with where I is on the Tab line. It is very fast for indenting one or two isolated paragraphs: position the cursor and make three keystrokes:

(1) Wordwrap must be on (solid cursor; CTRL 0 [zero, not the letter "o"])
(2) Use CTRL m to put a Carriage Return at the end of the paragraph so that when you Reformat (CTRL r) text below that paragraph will not also Reformat.
(3) Move the cursor to the place on the first line where you want the indentation to begin.
(4) CTRL o (the letter o, not the number 0) creates a blank line. In effect, it leaves the cursor on the same line number and same column position, but pushes all text below the cursor down a line.
(5) CTRL g (Insert). This command "breaks" the line, preparing it for Reformat. Admittedly, there is no text on the line to break but, nevertheless, CTRL g must precede Reformat.
(6) CTRL r (Reformat) reorders all text between the cursor and the Carriage Return such that the first line begins at the cursor (the indentation) and the remaining lines of the paragraph begin at the L tab.

REFORMATTING AGAIN AFTER
CTRL o, g, r

If you change your mind about the location of the indentation, key CTRL r again: text Reformats again, this time such that the indentation is destroyed: all lines in the paragraph (including the 1st) begin at the L tab.

Reformatting after a vertical arrow also destroys indentation. (see box at right)

ADDING INDENTATION
to several existing paragraphs
(I right of L; CTRL 4, r)

If you have a series of paragraphs (all ending in Carriage Returns) you can rapidly indent all of them, one by one:

(1) Reset I to the place where you want all paragraphs to be indented.
(2) Move the cursor to the first line of the first paragraph via NEXT (or LAST) PARA. NOTE: NEXT (or LAST) PARA must precede Reformat, otherwise the first line will not indent. In other words, you cannot move the cursor to the first line by arrow keys.
(3) CTRL r (Reformat) causes this first paragraph to indent to the Tab line setting.
(4) CTRL 4 (Next Paragraph) moves the cursor to the first line of the next paragraph; the cursor automatically stops on the correct place where indentation is to begin.
(5) Repeat (3), then (4), until you finish indenting all paragraphs.

REFORMAT AFTER NEXT/LAST PARA
CTRL 4, 6, r

The first line of a paragraph Reformats to I if CTRL 4 or or CTRL 6 is used to reach that line; if you key CTRL r a second time nothing happens.

If you change your mind about having an indented paragraph and want to Reformat again so that the first line begins at L rather than I you must travel through the vertical arrow keys:

REFORMAT AFTER UP/DOWN ARROW
CTRL e, x, r

The first line of a paragraph Reformats to L if CTRL e or CTRL x is used to reach that line; a second keystroke of Reformat does nothing.

If you did use arrow keys and do wish to Reformat to I, you can do so quickly with only 3 strokes: CTRL 4, 6, r.

OUTDENTING
(I left of L)

```
123456789 123456789 123456789
I...LT....T....T....T....T....T
```

The numbered lists used in this article are a good illustration of outdenting. By setting I left of L, the first line actually OUTdents relative to L, not INdents. The outdented part of the each first line contains the list's numbers; the text's body lines up vertically so that text does not appear beneath the numbers.

AUTOMATIC OUTDENTATION
of new paragraphs as you write
(I left of L; CTRL m)

This is the same procedure used to write a series of new indented paragraphs, except for I now being LEFT of L.

ADDING OUTDENTATION
to one existing paragraph
(This method independent of I)
(CTRL x, o, g, r)

After reformatting a paragraph so that the first line is correctly positioned for an OUTdent, you can laboriously INdent the remainder, line-by-line. Cursor horizontally to the correct column before doing the above little dance.

ADDING OUTDENTATION
to one existing paragraph
(I left of L; CTRL y, v, g, r)

If you set I left of L you can outdent the entire paragraph rather than do it line-by-line. I am including this only as an example of "how to get there from here". Since you must set I anyway, it is faster to use the methods after this one. In other words, there is a fast way to INdent a paragraph, (3 strokes) but no fast way to OUTdent a paragraph.

(1) Call up the Tab line (CTRL c, T, Enter)
(2) Type an I on column 0 and an L on column 4; Enter.
(3) To type in the numbers you need to begin the first line of each entry on column 0; however, left cursor movement is stopped by the L tab at column 4. You can override the L tab with L Margin Release, CTRL y.
(4) Cursor to column 0, CTRL v.
(5) CTRL g to "break" the line.
(6) Type in text on first line.
(7) The combination of Wordwrap and the L margin being on column four causes succeeding lines of the entry to begin on column four.
(8) You cannot Reformat the first line again without losing outdentation. You can Reformat repeatedly on any succeeding lines, down to the Carriage Return.
(9) If you accidently Reformat Line 1 you can repair the damage by repeating this same procedure, or, by using the following method, which is probably faster.

ADDING OUTDENTATION
to a series of existing paragraphs
(I left of L; CTRL 4, r)

Except for I being left of L, this is the same method used when adding indentation to a series of existing paragraphs. The next method is more useful:

ADDING OUTDENTED NUMBERS
TO AN EXISTING LIST
(I...L; CTRL 4, o, (n), r)

This is the best procedure to use to modify a series of sentences to turn them into an outdented, numbered list. Basically, all you are doing is adding a number in front of each sentence, then moving the sentences right so they will all line up at a new L tab.

(1) Wordwrap on (solid cursor; CTRL O [zero, not "o"])
(2) Verify a Carriage Return at the end of every passage. Use CTRL m as needed.
(3) Tabs: (CTRL c, T, Enter)
(4) Type I on 0; L on 4; Enter.
(5) Cursor to 1st line via NEXT (or LAST) PARA.

> SEE NOTE in box on previous page prohibiting use of up/down arrow keys!

(6) Blank line with CTRL o (the letter, not zero)
(7) Type in (n), spacebar.
(8) Reformat (CTRL r).
(9) Next Paragraph (CTRL 4).
(9) Repeat (6) through (9) until you finish the list.

THREE WAYS OF PRINTING

These different ways of creating outdentation and indentation only do so on screen in the Editor. If you want to print work just as it appears on screen you have three options:

(1) Through the Editor (CTRL c, f, pf, Device Name, Enter)
(2) Through the Formatter (CTRL c, q, e, 2). Text on screen must be indented and Saved in the Editor and be preceded by .LM n;RM n;NF.
(3) Through the Formatter preceded by .LM +4;IN -4, followed by .LM -4;IN +4.

PRINTING VIA THE EDITOR
prints as on screen - not according to Tabs or Dots

If you use the PF (Print File) command in the Editor to print your work, the I setting on the Tab line IS NOT HONORED BY ITSELF; however the actual indentations of each paragraph are. If you set an I some place on the tab line but do not also indent each paragraph, the printer will not indent the paragraphs either. The Tab line settings themselves are inconsequential, because the Editor prints as-is, merely reproducing whatever is displayed on-screen.

The Device Name for Parallel printers is PIO. [followed by CR (Carriage Return) or LF (Line Feed)]; for Serial printers it is RS232. MIO (Module Interface Output) is the Default Device Name for the WORDWRITER + cartridge.

PRINTING VIA THE FORMATTER
prints according to the Dots, not the Tabs Nor as on screen

The two ways of printing indentation through the Formatter [points (2) & (3) above] are discussed in Effective Indentation Part 2.

GENEVE NOTES

By Beery W. Miller

Well, the Geneve appears to be coming along pretty good lately. In the last month, Myarc has released what they say is a bug free version of Advanced Basic that is bug free by testing each individual command. Myarc is asking anyone testing their 'beta' version to please notify them of any bugs they locate when larger programs are used and bugs are found. Myarc has also commented that the Pascal runtime system will be coming along shortly, but I wouldn't hold your breath as I am sure they will have 'beta' versions with their Pascal system too with my prediction it will appear around the Chicago fair.

Floppy support for the HDCC and the Geneve is approaching that of being finished. Version 0.95H has implemented most usages, however, the formatting ability is still unstable. It is supposed to be fixed in an 'in-house' version of MDOS 1.15H.

Ron Walters has written an extremely nice utility that runs out of MDOS. It is called MEMTEST and it will check for all available memory in the Geneve and report what memory is free, amount of fast ram available, and do a byte check on every location and report any errors it finds. What is really nice about thi program is that it was written in 9640 Fortran and it used a lot of it's features. The graphics that are displayed when each 8K bank is checked along with the other information that is displayed on the screen must be seen by every Geneve user. It shows the beginnings of what 'CAN' be really done with the Geneve and also not too mention 9640 Fortran.

Also, Vol 1 #3 of 9640News has been released by myself. This issue provided one of my largest assembly language endeavors to date. The program called MT9640 permits you to create a John Johnson style Menu as we have seen on the 4A with the ability to create your own menus, view text files, display disk directory, clone disks, format disks, and the ability for the user to designate what programs he would like to Multi-task (run at the same time). This program is Fairware unless you are a 9640News subscriber.

Also released on the same disk were utilities expanding upon the use using the 9938 VDP graphics capabilities in extended basic. One program called XHI (now V3.0) permits the use of the bitmap graphics for drawing and various pitch sizes of text, the ability to display My-Art pictures and many other features too numerous to mention. By the same author was a program called X80 that permitted one to use the extended basic enviroment in 80 columns along with the use of true inverse video, blinking, tabbing within ACCEPT statements, and several other features. Both of these programs run on any 80 column card. If you do not have an 80 column card, you should try to get one as they have been retailing around $100.00 and are worth it. "9640NEWS" also included the latest in news, some 9640 Fortran demos, the use of inverse video and blinking in MDOS programming and many other files.

Some of the latest news concerning the Geneve has been Bud Mills and Ron Walters development of a plug in 512K memory expansion card. Several memory options are available from a minimum of approximately $210 to over $600. Call Bud Mills before ordering to obtain the current price quotes as chip prices have been fluctuating lately.

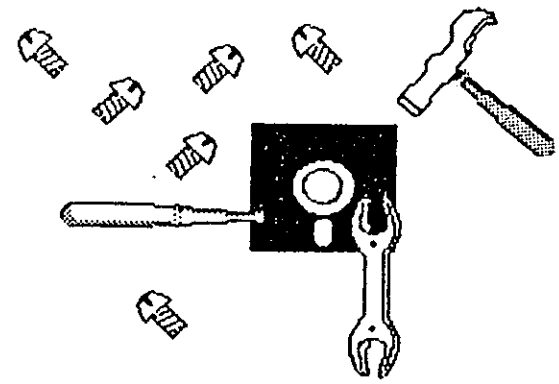
There has also now been some confirmations of problems with disks that utilize the advanced features of Hyper-Copy. Several of my subscribers have noticed that the disks I distribute may not work on one drive, but will work on another drive. Since skew and interlace are involved with Hyper-Copy to optimize disk copying and formatting times and that is what I use, that appears to be the problem. All subscribers that have reported the problem have commented this occurs with older drives or drives that have been realigned (sorta reminds me of Dicko's drives he had realigned). If you are swapping disks that you have copied with Hyper-Copy, be aware if a problem such as this occurs. It's not that you got a bad copy of the disk or anything is wrong with Hyper-Copy, but that the disk drive is not fast enough with the requirements of the disk to read in some of that 'in between the sector information' that is required.

I would also like to make some remarks with some programming in assembly language I have encountered to pass on to those that are still trying to get that first program written. If you wish to Multi-task your program with any other program, the filename and length must be in memory at a location lower than >2000. Somewhere in the neighborhood of >400 to >2000 as a bug in MDOS (has been fixed in later versions) does not permit it to be outside of that range. I have also been trying to run MDOS from MDOS. The CLI (v1.14 Command Line Intrepreter) uses memory pages >06,>02,>0B,>11 for it's address space of >0000 to >7FFF when those pages are mapped into the memory mapper at >F110,>F111,>F112,>F113. When these pages are mapped in, you actually have running what you see on the screen as being the normal MDOS program. I have gotten as far as making some patches to the code and some appropriate Branches to install a program within the operating system and to run MDOS from MDOS. My goals are to be able to install a memory resident program and to flip back and forth from MDOS/Install program at will. Somewhere in the near future this may be accomplished.

That is about all I can think of that has happened recently with the Geneve. So until next month, or when I have time to write again.

Disk Fix

by WESLEY R. RICHARDSON
BLUEGRASS 99 COMPUTER SOCIETY, INC.



When you have a disk with several files that you have been working on and you do a catalog and it comes up DISKETTE IS BLANK, or DISK NOT INITIALIZED, it can be very frustrating. There are times when the sectors used and available get changed to values like 2389 free and 7887 used, but you know you have a single sided, single density (SSSD) disk drive, with a maximum of 360 sectors. It is also possible to have a disk which will not catalog, yet when Extended BASIC is selected, the disk will run the LOAD program and continue without a problem. These have happened to me and I am sure it has happened to others, so I thought I would document a way which may recover your disk for you.

The items which you will need are your blown disk, two blank disks, Disk Manager 1000 v3.5, Disko or Disk Patch, and a sector or track copier program, or the equivalent of any of the above. I will use the Funnelweb v4.10 DISK-PATCH for the sector editor.

1) The first step is to initialize a disk in the format which you believe the blown disk was, for example SSSD. For the disk name, use the name that you want on the blown disk after it is restored.

2) Using the sector copier or track copier, make a copy of the blown disk. If you get a read error in sector 0, just tell the program to ignore the error. If you are unable to copy the disk with the copier programs which you have available, you may still continue the following steps with the original disk, but be advised that you may lose everything on the disk.

3) Load DISK-PATCH or DISKO and then insert the back-up copy of the blown disk in drive 1. Select option 1 for disk sector editor. Then disk 1, and sector 0. The screen should come up with the data from sector 0. Pressing FCTN 2 will change the screen to ASCII and pressing FCTN 1 will change it to HEX. In ASCII, the first ten characters will be the disk name. In HEX, at byte 12h (h=HEXADECIMAL) will be 01 for single sided and 02 for double sided. At byte 13h, will be 01 for single density and 02 for double density.

4) Press FCTN 4 to go to sector 001h. You should find groups of four digits of HEX numbers such as 0002 0003 0009 0015 and so on. These indicate where the file names and file maps may be found. Write down each of these numbers in the order which they are found when read from left to right and top to bottom on the screen. Note also if the first number is 0000, then the disk will catalog as being blank and no file names will appear.

5) Press FCTN 4 to go to sector 002h. In the first ten ASCII characters you will find a file name. Write this down next to the appropriate four digit number you had in step 4). Do this for each of the numbers from step 4). If there were several files on the disk, you may need to press FCTN 9 and then option 1 again to go directly to the location. While in sector edit mode, pressing FCTN 6 will take you to the next lower numbered sector.

6) You now should have a table similar to the one below with the file name and location of each file on the disk.

0000	A-SECTOR2	000D	PACMAO
0003	CENTIPEDE	0005	PINBALL
0009	DEFENDER	0006	PINBALM
000A	KONG	0007	POLE/POS
000B	KONH	0008	POLE/POT
0004	LOAD	000E	TI/INVADER
000C	PACMAN	000F	TI/INVADES

7) Note in the case that we did find a 0000 but a file was there, as in this case file A-SECTOR2 directory was located at sector 002h, then use the sector editor to view sector 001h. Move the cursor to the first 0000 in HEX and change it to read 0002. Then press CTRL W to write the sector back to the disk, and answer Y to the question RE-WRITE SECTOR?

8) Remove the copy of the blown disk and insert the formatted blank disk in drive 1. Select the sector editor, giving drive 1 and sector 0. After the sector comes up, remove the blank disk and insert the blown disk copy in drive 1. Press CTRL W to rewrite the sector.

9) Load Disk Manager 1000 version 3.5 (DM1000), and then put the blown copy disk back in drive 1. Select option 1, File Utilities. Then select option 2 for Recover file. Give the drive as 1. Enter the first file name on you list and press enter. The program will say SEARCHING DISK, then RE-BUILDING LOST FILE, then FILE RECOVERED. Press enter and then 2 for Recover file. Repeat these steps until all of the files are recovered.

10) Press 1 for Copy/Move/Delete... and give the disk number as 1. Your disk files should now be restored. If the disk free and used does not match up with the sum of the file sizes plus 2 sectors, then go to step 11), otherwise you are done.

11) Do this step only if the disk free is not correct. Place a D in the left column to delete all of the files and a U in the right column to unprotect all of the files. DM1000 will unprotect and then delete all of the files. At this point a catalog should show free 358, used 2 for a SSSD disk. Go back to the recover file section of step 9) and recover each file again.

One other piece of advise, if you have a disk with a bad directory, do not write any files to the disk until you have a chance to fix the directory. If you write a new file, then you are taking the chance that part of another file will be over-written. This can happen because sector 0 may show that a location is free, when in fact it has part of a file in it.

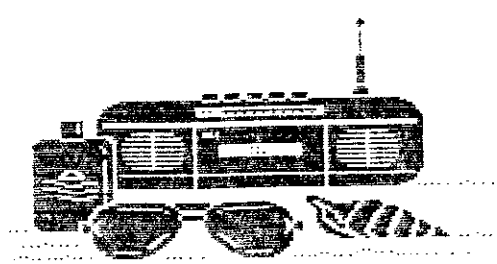
The other advise is to always keep a back-up copy of anything which you do not want to lose. It is a good idea to keep a write protect tab on your master disk and keep it away from your work disk. On documents or programs, save your work to disk every 15 minutes so if the power goes off or your computer locks up, you only lose 15 minutes worth of work. Alternate saving to two disks when you have a large and important program or file.

If you always keep back-ups, I hope you will not need to use DISK-FIX, but if that time comes when the disk is blown, now you have something to try.

FIXING GLITCHED XBASIC PROGRAMS AND DV/80 FILES:

Got an adventure graphics game on disk at our last club meeting. After playing through several screens the next one to load stopped with a syntax error. Listing the program showed several lines of code to be glitched. Trying to edit out the glitched code caused the screen to change from blue to red and then lock up the computer. Not wanting to wait a month for the next club meeting to exchange the disk I decided to experiment. First copied the disk with Jim Schroeder's REDISKIT. The program on the original disk would not even load because of a bad sector. Next saved the program to disk with the command LIST "DSKx.Filename". This DV/80 file must next be printed to disk with the TI-Formatter. It will not load into the Editor after listing because the file still has the glitches in it. Next load the formatter file into the Editor and delete the glitched lines and print back to disk with the command "C DSKx.Filename" to remove linefeed symbols put in by the formatter. If you are lucky to have a printout of the program before it got glitched it will be easy to add the missing code and the convert it back to program format with a DV/80 to program conversion utility. In my case the next screen to load after this one had identical code except for a few lines that were different, so I added the lines and thus reconstructed the glitched program. If neither of the above options are available you could try guessing at the missing code. Of course if you knew of someone else that bought the same disk and had a modem, he could send a replacement for the bad file to you, but that is not much of a challenge. The above proceedure will also work for glitched DV/80 message files from BBS. This is a lot easier as most of the above steps can be eliminated. Sometimes just printing the glitched file from the formatter to printer is all that is neccessery if you do not wish to save the file for later use. Have fun....KCS (sorry I don't know who KCS is. I would like to give him credit for this information. ed.)

Thanks to the Great Lakes User Group for this article.Oct 1988



SUMMER FUN

GRAPHICS COMPATABILITY
COURTESTY THE BYTEMONGER - LEXINGTON, KY - FEB - 1987

The multitude of Graphics programs available for the TI computer and their compatability with word processing programs has prompted a request for some description of each. This is an attempt to clarify compatability among most of the later programs. The diagram on the next page covers most of the freeware and commercial programs available.

TI-WRITER is the only prudent choice for a word processing program for those having 32K and disk drives. There are no others which come close to providing the features and versatility. All versions still use TI's WRITER program files. The best and least costly is FUNNELWEB's version which in addition to freeing E/A & WRITER from their respective modules, includes C, DISKO, FORTH, FASTTERM, and our choice of others in a disk-based program which shines when installed on a RAMDISK. Almost all of the programs which we will discuss will be used either with Text from TI-WRITER or through TI-WRITER.

The CSGD series of graphics programs written by Dave Rose is shown at the top of the diagram. It is compatable with both Prowriter and Epson-gemini printers, but you must purchase the correct version for your printer. The keyboard or Joystick can be used in any of the Editors. The message printing program is common to CSGD-I, II, and III.

CSGD-I contains the Editor programs for creating your own (1) Character Sets, (2) 5X5 graphics, and (3) Pictures. The Editors, primarily the Character Editor, have undergone 4 revisions. Provisions are also made to Jockey graphics around to convert between alternate printer types.

CSGD-II is basically a banner program which prints the message sideways and 8 times magnified. It also contains the Graphic Editor, but not the other editors. It has gone through three revisions, including the latest which allows printing lower case in the Banner mode.

CSGD-III is primarily a label program which produces multi-width labels in 3 heights. It also contains the Message program and an "easier to operate" Letterhead program. ALL OF THE FILES CREATED IN CSGD ARE I/V 254 and are not compatable with TI-WRITER. The Docuprinter is compatable with WRITER and will produce 1 or 2 column texts using a choice of 6 type fonts and D/V 80 files through the Formatter. It does not handle fonts of greater height than 1 row.

The CSGD programs are supported by a multitude of graphics, pictures and over 100 fonts written by Dave Rose and contributors who use and enjoy his programs.

TI-ARTIST is an extremely versatile drawing program written by Chris Faherty. It allows creating, loading and modifying, size changes and many other features using the keyboard or a combination of the keyboard and joystick.

NONE OF THE PROGRAMS DESCRIBED IN THIS DISCUSSION CAN BE LEARNED READING THE MANUAL. You must use them and make your mistakes: It helps you to remember.

The only files that were available with ARTIST were **ART-EXTRAS**; however, Dave Rose converted his I/V 254 files to D/V80 which can be loaded as "Instances" and were released as the **COMPANION1-III** series. In addition, TI/ARTIST allows the loading of GRAPHX files so that a rather large base of graphics is available to use and modify or create your own.

GRAPHX is a program with quite a few similarities to ARTIST; was written in Australia and introduced in the USA in 1984. It allows use of the Joystick ONLY, and is not compatabile with any but the Epson printer. It is a quite versatile drawing board in the hands of an experienced user.

The support graphics available consiste of a series of GRAPHIX COMPANIONS and GRAPHX PICTURES. They are all well done. The availability of additional graphics is made possible through TI-ARTIST which will load and save to the Image (PGM) format.

JOYPAINT & JP PAL are Graphics Drawing Boards well spoken of by their owners. It does have options which allow loading from and saving to ARTIST &/or GRAPHX filtypes. It is currently only compatable with the EPSN printer.

ARTCONVERT is a Program that converts TI-ARTIST files to TI-WRITER files. It is supported by 4 diskettes of files; ARTDATA-I through IV. This permits anyone with TI-WRITER to have the ability to print graphics. It will also merge and print two graphics, but there are no provisions to include text in the graphic file to complete a document.

One unique feature of ARTCONVERT allows the user to convert one row high TI-ARTIST fonts for use through TI-WRITER. This would allow conversion of all of Rose's 1 row high fonts in Companion I-III to be used though they contain ly 70 of 96 typewriter keys if you do not have the COMPANION series. Compatible with Prowriter and Epson-Gemini.

FONTWRITER by Peter Hoddie is really the first graphics program which is compatable with TI-ARTIST and TI-WRITER. With this program you can create your own type fonts, revise TI-ARTIST and CSGD fonts and use TI-ARTIST Instances mixed in printed documents even on the same line.
The resources for this program are as broad as all of the ARTIST files plus all of those I have indicated earlier which can be converted through ARTIST.

ARTIST APPRENTICE is similar in several ways to FONTWRITER. It allows use of TI-ARTIST type files, fonts and graphics to produce files which are printed according to a "Scheduler". It is limited in being compatable only with EPSON printers.

GENERAL OBSERVATIONS:

Most of the programs are, by necessity, somewhat complex. The MAX-RLE program with an almost infinite picture resource can also be used to convert files between D/V 80, GRAPHX, TI-ARTIST, and IV 128. There are many more Graphic programs available since this article was first published, ie, the series from Rodger Merritt, PRINT_IT, PICTURE_IT, JIFFY FLYER, JIFFY CARD, and FORMSHOP. PRINT WIZARD, MACFLIX, CERTIFICATE 99, 1000 WORDS, etc. All of the programs are sufficiently time consuming to require the need for reproducing and also they are fairly small.

Don MacClellan - Bluegrass 99 computer Society
(Slightly edited by DS of the NorthCoast 99ers)

THE MYSTERY OF CALL LOADS

From the SFV Times -- February 1989

"Useful" X-Basic Call Loads.

```
CALL LOAD(-31804,A,B)==Same as using the command "BYE". (Also CALL PEEK(2,A,B).
CALL LOAD(-31961,51) ==END...Returns you to the title screen with graphics.
CALL LOAD(-31630,128)==END...Returns you to the title screen without graphics.
CALL PEEK(-28672,A)  ==Checks to see if the speech synthesizer is attached.
                       If attached, the return value = 96, if not = 0.
CALL LOAD(-32699,2)  ==Activates ON WARNING NEXT.
CALL LOAD(-32699,4)  ==Activates ON WARNING STOP.
CALL LOAD(-32699,16) ==Activates TRACE.
CALL LOAD(-32699,64) ==Activates ON BREAK NEXT.
CALL LOAD(-31888,63,255) ==Type in this and then NEW to shut down your
                           disk drives for those extra long basic programs to
                           load in.
CALL LOAD(-31888,55,215) ==This used with CALL INIT first will turn your disk
                           drives back on.
CALL LOAD(-32699,0)  ==Deletes Extended Basic protection. (Also (-31931,0)).
CALL LOAD(-31931,128)==Installs Extended Basic protection.
CALL PEEK(-31863,A)  =="A" will equal 231 is 32K memory is present.
CALL PEEK(-31952,A,B)==Is the pointer to starting address on line number table.
CALL LOAD(-32729,0)  ==This loads any program in disk #1 called "LOAD".
CALL LOAD(-31961,149)==END or STOP... Resets console and looks for "LOAD".
CALL PEEK(-31950,A,B)==Is pointer to the ending address of the number line
                       tables.
CALL PEEK(-31954,A,B)==The current line being referenced in the table.
CALL LOAD(-31806,16) ==Disables the FCTN QUIT key.
CALL LOAD(-31868,0) ==Disallows listing when FCTN 4 is pressed during execution.
CALL LOAD(-31878,X) ==Makes all sprites (X) stop.
CALL LOAD(-32572,1) ==Disables Keyboard.
CALL LOAD(-32116,4) ==Turns X-Basic into Basic.
CALL LOAD(-32700,0) ==Clears your screen for a second.
CALL LOAD(-32187,9) ==Does a CALL FILES(1).
CALL LOAD(-31748,N) ==Changes the speed of cursor and sound. (N=0 to 255).
CALL LOAD(-31806,128)==Disables Sound, Sprites and Quit.
CALL LOAD(-32572,1)  ==Produces a "Mushie" keyboard.
CALL LOAD(-31740,A,B)==A & B equal values you enter.  Cause different sounds to
                       be produced.
CALL LOAD(-31745,0)  ==Produces a frozen screen, then blanks entirely.  Restore
                       with (FCTN -).
CALL LOAD(-31806,64) ==Disables Sprites.
CALL LOAD(-31806,32) ==Disables Sound and locks up.
CALL LOAD(-31806,0)  ==Enables any other Call Loads using (-31806).
```

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AUGUST 1989 NEWSLETTER

OUR NEXT MEETINGS ARE:

SATURDAY: AUGUST 5 TIME: 0900 hrs.
TUESDAY: AUGUST 15 TIME: 1900 hrs.
We will be meeting in the CIVIL AIR PATROL building at the OGDEN MUNICIPAL AIRPORT AIRPORT ROAD.

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