TI 99-4A

OGDENS USERS GROUP

THE CLUB THAT REFUSES TO SAY GOODBYE

OCTOBER 1989

If you want to find out what is brewing come out to USERS MEETINGS OCT.07, AND 17

Done in Page Pro 99

This tutorial (I hope) will give you some ideas on how to use the DATE or, D-type fields. Not too long ago I was under the impression that you couldn't do much with a Date type field. Of course I knew you could sort a date field, and find records through the date field, but I didn't think past that point. Then I got into a situation where I needed to calculate the age of a ewe. That's right, I said a ewe, the mother of a lamb. I couldn't do a thing with D fields using MM, DD or YY, so I called Dennis for some help, and did I ever feel like a dummy. Dennis said you can extract a month by using MONTH, a day by using DAY and a year by using YEAR. "Ask the right question and you'll get the right answer (I thought)." Not from Dennis, from TI-Base. Now I'll try to explain it to you. NOTE: In the CFs included in this article the lines with numbers are actual CF or program lines and the lines starting with REC or 0000 are the product of the DISPLAY commands that immediately preceded them. If you are entering these CFs, enter only the lines that have line numbers, but do not enter the line numbers. The (nnn) means refer to a specific line number.

A date field is used to store a date in the form "MM/DD/YY". "I'm sure that this is old news for most of you." This form can be used in a Db field, or in a local variable. An example would be LOCAL BORN D 8 (005). TIB then creates a local variable space 8 units in length under the name BORN and the designation D Type. D type enables TIB to perform Date operations on whatever data it finds stored in that field or variable. BORN is presently empty. REPLACE BORN WITH "02/12/43" (012) would store the date February 12, 1943 in BORN in it's proper form (MM/DD/YY). From this point there are many things that TIB can do with the data stored in BORN. If you enter LOCAL MO N 3 (007) and then REPLACE MO WITH MONTH(BORN) (015), TIB would extract 02 from BORN and place a copy of it in MO. The command DAY(BORN) would extract 12 and YEAR(BORN) would extract 43. If you created AGE N 3 and the current date "06/14/89" was in a date field named CURDT, REPLACE AGE WITH YEAR(CURDT) - YEAR(BORN) (020) would place 46 in AGE. Unfortunately it doesn't work in the other direction. REPLACE YEAR(BORN) WITH "45" does not work (as far as I can tell). If you enter REPLACE BORN WITH "45" (023), the 45 will be place in the far left portion of BORN, which is the month area. DISPLAY BORN would then produce (45   ), without the parenthesis. Concatenation (!) can be used to get the results you want as far as placing data into a date field (025). You should notice that the second "/" was eliminated (024) to allow for the right most space in AGE (004) which has a length of 3.

```
001   CLEAR
002   CLOSE ALL
003   CLEAR LOCAL
004   LOCAL AGE N 3
005   LOCAL BORN D 8
006   LOCAL CURDT D 8
007   LOCAL MO N 3
008   LOCAL DY N 3
009   LOCAL YR N 3
010   LOCAL TEST N 6
011   DISPLAY BORN,CURDT,AGE
```

REC	BORN	CURDT	AGE
0000			

```
012   REPLACE BORN WITH "02/12/43"
013   REPLACE CURDT WITH "06/18/89"
014   DISPLAY BORN,CURDT,AGE
```

REC	BORN	CURDT	AGE
0000	02/12/43	06/18/89	

```
015   REPLACE MO WITH MONTH(BORN)
016   REPLACE DY WITH DAY(BORN)
017   REPLACE YR WITH YEAR(BORN)
018   DISPLAY MO,DY,YR,AGE
```

REC	MO	DY	YR	AGE
0000	2	12	43	

```
019   REPLACE AGE WITH YEAR(CURDT);
020              - YEAR(BORN)
021   DISPLAY BORN,CURDT,AGE,TEST
```

REC	BORN	CURDT	AGE	TEST
0000	02/12/43	06/18/89	46	

```
022   REPLACE BORN WITH "45"
023   DISPLAY BORN,CURDT,AGE,TEST
```

REC	BORN	CURDT	AGE	TEST
0000	45	06/18/89	46	

```
024   REPLACE CURDT WITH "00/00" ! AGE
025   DISPLAY BORN,CURDT,AGE,TEST
```

REC	BORN	CURDT	AGE	TEST
0000	45	00/00 46	46	

```
026   REPLACE BORN WITH "06/31/44"
027   REPLACE TEST WITH DAY(BORN);
                  * MONTH(BORN)
028   DISPLAY BORN,CURDT,AGE,TEST
```

REC	BORN	CURDT	AGE	TEST	
0000	06/31/44	00/00 46	46	186	

```
029   RETURN Copyright Martin A. Smoley
030   *                             1989
031   *                      TDT3/C
```

TI-BASE - From INSCEBOT
TUTORIAL 10.1.2 By Martin Smoley
NorthCoast 99'ers — June 17, 1989
Copyright 1989 By Martin A. Smoley

After you become familiar with their basic functions you can do some interesting things with Date type fields, but you must be careful to remember what you have put in a field and what its position is. For example, REPLACE DATE WITH "Ma/rt/in" will place the character string Ma/rt/in into DATE. You could store Ma/rt/in in a DB and retreive it later. However, TIB will recognize these as Characters and will not allow you to do anything with them. If you could multiply Ma by 2.2, I can't imagine what the result might be. But on the other hand, TIB seems to be able to recognize numbers which have been entered as characters and then place them into a date type field. I have attempted to show the different aspects of this theory in TDT5 and TDT6. Notice that DATEC is a character variable (006). I then placed "12345.78" into DATEC as a character string (012). The reason I did it in this manner was to make sure that TIB considered 12345.78 to be characters at this point, even though it looks like a number. I then transfered DATEC to DATE (013). DATE is a D or Date type field (005). I was then able to do any Date type function involving DATE, including multiplication of its parts (019), or multiplication by a constant, or LITERAL, (020). Then I went through the same steps using a numeric (N) type field. Notice in line # 24 that TMP (004) is a numeric field and that 77.77 has no quotes around it. I am attempting to guarantee that 77.77 is a number. Then I placed TMP into DATE (026) and performed the Date type functions on 77.77. The reason I added the zeros was to demonstrate what I said previously, that you need to remember the exact position of the data in a field if you expect to use it in this manner. TMP has a width of 8 (004). This means it would fit right into a Date type field. When I added the "00", I moved the spacing to put "7." in the year portion of DATE. Check the " / / " spacing to see where the slashes are located. This means, when YR is multiplied by 100 (032), TIB is multiplying 7 by 100. If you work with this idea, understand it and are very careful, you could use the date type field to extract specific parts of a number. A very simple demonstration of this would be to place a dollar and cents type number into a date field with the cents portion in the year segment of the date field. You could then use REPLACE CENTS WITH YR(DATE) to extract the cents, if that's what you need. Then REPLACE dollars WITH dollars - CENTS would give you the whole dollar amount. I realize that in most cases this idea is to cumbersome to use, but if there is an instance when no other procedure will work, this idea just might do the trick.

SORT by INSCEBOT

I don't know if SORT is the name that will be used, but sort is what it does. I am currently testing this new sort program from those TI-Base guys and it looks great. It will sort TI-Base files, Fix file, Var files and hopefully soon Basic display files. I've tried it on TIB files and it's real fast and easy to use. It should be available soon as a separate disk for under $15.00 (I think). The fact that it works on many different file types will make it a very useful program.

```
001   CLEAR
002   CLOSE ALL
003   CLEAR LOCAL
004   LOCAL TMP N 8 2
005   LOCAL DATE D 8
006   LOCAL DATEC C 8
007   LOCAL MO N 3
008   LOCAL DY N 3
009   LOCAL YR N 3
010   LOCAL TEST N 12 2
011   *******************************
012   REPLACE DATEC WITH "12345.78"
013   REPLACE DATE WITH DATEC
014   DISPLAY DATE,TMP,DATEC
```

I have pulled TDT5 and TDT6 together to save space. I hope this does not confuse everyone.

REC	DATE	TMP	DATEC
0000	12345.78		12345.78

```
015   REPLACE MO WITH MONTH(DATE)
016   REPLACE DY WITH DAY(DATE)
017   REPLACE YR WITH YEAR(DATE)
018   DISPLAY DATE,MO,DY,YR,TEST
```

REC	DATE	MO	DY	YR	TEST
0000	12345.78	12	45	78	

```
019   REPLACE TEST WITH DY * YR
020   REPLACE TMP WITH YR * 2.2
021   DISPLAY DATE,TMP,TEST
```

REC	DATE	TMP	TEST
0000	12345.78	171.60	3510.00

```
022   *                         TDT5/C
023   ***********************************
024   REPLACE TMP WITH 77.77
025   DISPLAY DATE,TMP,TEST
```

REC	DATE	TMP	TEST
0000	12345.78	77.77	3510.00

```
026   REPLACE DATE WITH "00" ! TMP
027   REPLACE MO WITH MONTH(DATE)
028   REPLACE DY WITH DAY(DATE)
029   REPLACE YR WITH YEAR(DATE)
030   DISPLAY DATE,MO,DY,YR,TMP
```

REC	DATE	MO	DY	YR	TMP
0000	00	77.	0	0	7	77.77

>>==>>   /   /   <<==<< Note Spacing

```
031   *
032   REPLACE TEST WITH YR * 100
033   DISPLAY DATE,YR,TEST
```

REC	DATE	YR	TEST
0000	00	77.	7	700.00

```
034   RETURN  Copyright Martin A. Smoley
035   *                                1989
036   *                         TDT6/C
```

—3—

Continued Next Month.

REVISED UG DISK LIBRARY

+By Harold Bingham

The User Group disk library has been consolidated and cataloged. We now have a total of 156 disks with 2552 files. I've added 93 new disks and 1202 files to the library. A disk copy of the catalog is available upon request. I have updated the Funnelweb to the latest version and added new disks. Disk catalog programs, base programs, TI Artist fonts and instances and a lot of Clubline 99 disks among other good programs. Many hours of work has gone into this project to improve it.

In order to help pay for the newsletter costs, there will be a copy fee of $1.00 if you bring your own disk, $2.00 otherwise. If you wish a copy of a disk, ask for and fill out a disk request form obtainable at the meetings, pay the secretary and you can pick up your copy at the next +meeting.

The following disks by Paul E. Scheidemantle have been offered to our user group at a special price of $5.95 with 25-40% savings. DISK LABELER 99; SPORTS PICTURES, FONTS 1 and FONTS 2, CRYPTO, GAME PACK#1, INOVATIVE UTILITIES. Paul offered these same special prices at the Lima Ohio Multi-Users group fair, and has been kind enough to make the same one-time offer to our group on a group order. See Harold Bingham for details.

John Edwards has informed us that The Willard School wants our help to check out the TI-99/4A computers that they have, and to make sure they all are in working order, since they are liquidating their TI-99/4A computers. These computers will go on sale for Christmas and the ones that don't sell, I understand that they will be donated to us. I suggest we have a workshop for this project. We may aquire some computers, but most important, the potential of aquiring new members to our +users group.


At UG meeting we want to give assistance in using various programs for the TI-99/4A. Your help and input is needed. If you have a program you would like help with let us know and we will arrange a work +session.

Help support the newsletter by submitting articles for it. Any input on programs you are working on will be appreciated. Write these articles with Funnelweb and save them on diskette and give it to Mel Bragg. He will return your diskette.
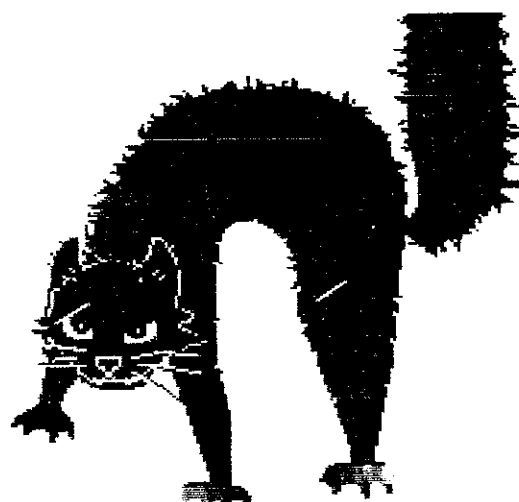
TRICK
OR
TREAT!

HOW TO MAKE GRAPHIC POSTCARDS   ...By Harold Bingham.........

Graphic postcards made on your TI-99/4A computer are ideal for many occasions such as greeting cards, special announcements, birthday parties, club activities and other uses.

To make graphic postcards you will need the following +disks:

1. INSCEBOT (Ti Artist)
2. DESIGNER (Designer +Labels)
+3. G/LISTER_A
+4. Your personalized mail list made from LISTMAKER.
5. A selection of TI Artist +instances and fonts.

To begin, load TI Artist (INSCEBOT). When you have TI ARTIST title screen, press enter. The next screen select ENHANCEMENT from the menu, and press enter. The next menu, select SLIDES then # 6 (Load TI Artist Instance. If you have a catalog hard copy of your TI Artist instances and fonts, you can easily select the instances (pictures) you +want.

Now type DSKx.FILENAME_I. It is not necessary to type the _I after the filename, but it must be in capital letters. Before you press enter, be sure the disk is in the proper drive you have selected. After you have pressed enter and your instance is loaded, you will get a blinking square on your screen. This square is the space your instance will occupy on your screen. You can move the picture with the joystick with the alpha lock UP. To view it with out dumping on the screen, press "T". Move your

picture on the screen where you want it with your joy stick. Be sure the Alpha Lock is up. You can also move it with the arrow keys, but it is slow.

Once you are satisfied with the picture and the location, you can press the fire button on your joystick, or press Enter. There is room on you screen for several instances. You can move anything on your screen by pressing the space bar to get the menu, and again to get the screen you are working on. You will have a flashing cursor. Move it to the upper left side of your picture and press the fire button on your joy stick, then move the joy stick down to the bottom of your picture, then to the right until the flashing outline covers the picture you want moved, then press the fire button. Your picture will disappear from the screen leaving you with the flashing box like it was when you loaded it. Be sure your alpha lock is up then move your joy stick to position your picture where you want it moved. To check the position press "T" without dumping it on screen, but once you press the fire button or the enter button, you picture will be dumped on the +screen.

To write a message you must first load a font. Find a font on a disk and insert it in the drive. Then press the space bar to get the menu screen then press A or move the joy stick to the Alpha/Numeric selection and press the ENTER button. Next select #1 (load TI Artist Font), then press enter. Next step is to press 2 then type the string. (the string is the message you

want to type on the
+screen).

Once completed, press the
space bar to get the menu,
then select SLIDES from the
main menu, and SAVE your
work as an INSTANCE. To do
this press the space bar to
get the work screen then
position the cursor over
the upper left corner of
your screen and expand the
blinking box to surround
the instance that you wish
to save. Make sure you
have a formatted disk in
the drive you wish to save
your instance. Now press
the fire button when you
are ready and save your
instance. Make a note of
the file name you have
given your instance. TI
Artist will automatically
add the _I on the end of
your filename FILENAME_I.

Once you have saved your
instance, leave TI Artist,
and insert the disk called
DESIGNER into your drive.
This is a program called
DESIGNER LABELS. This
loads from extended basics,
then boots up BEAKS (E/A).
Select # 5, then type
DSK1.LABELS, then press
enter. Once loaded, you
are prompted for the
filename. Type the filename
of your instance you saved
from TI Artist. Be sure to
include the _I at the end
of your filename. (example)
DSK1.FILENAME_I. Next you
are prompted for your
OUTPUT FILENAME. This is
for saving the processed
instance. Press ENTER,
your computer will process
your instance in rows and
columns, it will take
several minutes to
complete. Then you will be
prompted for your printer
name. Include the CR after
PIO. It is defaulted as
(PIO.CR). Now select the
postcard size. Load post
card paper in your printer.
Next you will be asked how

many you would like
printed. Select 1 in order
to line up the card the way
you want. The next prompt
will ask how many spaces to
tab over. 5 works best for
me. Once aligned, print as
many cards as you want.
(Note: Postal regulations
require post card minimun
+size to be 4" X 6".

Now that you have your
postcards are printed with
the graphics on one side,
you are ready to address
the reverse side of the
card. In order to do this,
load G/LISTER_A disk from
Extended Basics. It boots
BEAXS, once loaded, select
Option 5, and type DSK1.ONE
+then press enter.

Next step is to load a TI
ARTIST 1 x 1 font. I
understand that the disk
ECATALOG lists the size of
fonts. I choose a font
that has all letters of the
alphabet, plus all the
numbers, and that the
program size is no larger
than 13. (SMALL_F,
JPHCHARS_F, CHAR3_F,
CFONT01_F, CFONT02_F,
CFONT03_F, MICRO_F are all
smaller than 13. When
typing the font filename,
include the _F with the
font filename, example
DSK2.JPHCHARS_F then press
enter. It takes a couple
of minutes because each
font character has to be
loaded in the computer's
+memory.

After your font is
loaded, you can select
either keyboard entry where
you type each name and
address, or you can load an
address file created from
the LISTMASTER program on
G/LISTER_A disk. If
chosen, this program will
print all the names you
have on that file. Before
your printer starts you are
prompted for your return
name and address. Line up

the blank postcard paper in your printer then press enter and the work is +complete.

Personalized graphic postcards are ideal for special announcments, invitations, parties, or whatever your personal +needs may be.

Postcard stock can be purchased locally from Rebel Enterprises, Inc. 800 W. Riverdale Road Ogden, Utah 84403 Phone 801-621-6461

Be sure and order the ONE-UP 4 X 6 cards. The quanity is 4000/carton.

I hope ; that this information useful, and easy to understand and follow. If you have any questions I will be happy to answer them, send a stamped self-addressed envelope to me with you question or comments.

+Harold Bingham
+1147 36th Street
+Ogden, Utah 84403
+Phone 801-394-6382

_____
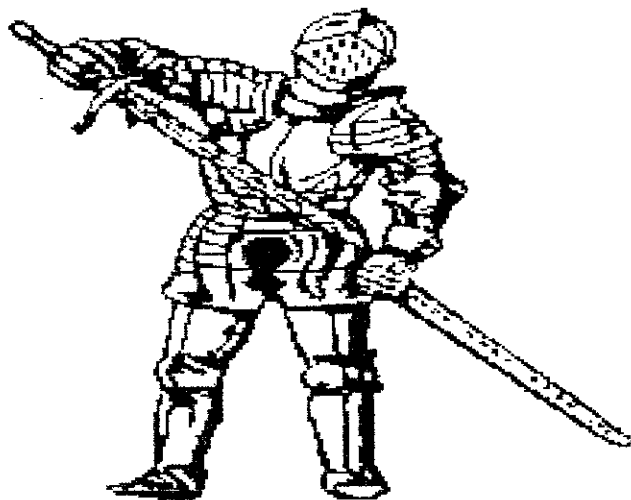
WHERE'S THE PARTY?

The following article was retyped and reformmated for our NEWSLETTER. It is from the NUTMEG TI-99ERS NEWSLETTER SEPT. ISSUE.

EDITOR'S NOTE: At our some lengthy distance from Australia, we have no way of knowing if this was written tongue and cheek or if the author really meant business. Judge for yourself. cm-Central Westchester 99ers

FROM MELBOURNE TIMES,(T.I.M.U. G.) WITH THANKS TO ATICC AND COLIN CARTWRIGHT.

KALIEDAWRTIER DATA BANK NOV. 1988

My next subject may help to satisfy some curiosity and create a lot of disbelief.
What I am currently working on is a device that I call Kaleidawriter Data-Bank, which with a bit of luck is only the beginning of the Kaleidawriter family.
It all began about 9 years ago when I designed a device which would let me draw all over my TV screen, and due to lack of finance and many other problems I made one and then decided to shelve the project.
Well since then it has been dragged out from time to time and modified and shelved again
Well to cut a short story short it was a year ago when it raised its ugly head again.
I say ugly because it had undergone so many changes that I had more bugs in it than a light bulb gets around it on a hot summers night.
Well once again it was seen by a few more people, Fred being one of them. I am not going to tell you all the things that it did or all the things that it would not do anymore, because part one of it didn't work, But never the less I showed the little bit that it could do and the photographic record of some of the things that it could do.

Interest bloomed again! I amnow sure that I must be totally MAD!. Anyone that sits up until 2am. nearly every morning working on the damn thing must be. Well thats how I felt for quite a while but now things are starting to come together.

Let me step back one step for a moment. I am not sure how it happened but someone had the bright idea that the device would be easier to get off the ground if it was adapted to aid a computer, well being an ex-employee of TEXAS Instruments in their so called electronics department and being in possession ((hasn't that word got a lot of s/s?) of a 99/4A, It became the obvious choise, and after many sleepless nights I now know what it will do and won't do for the 4/A.

Mind you when I started this project I think that I may have used my TI maybe three or four times only. It was then that I came to the conclusion that the 99/4A needed all the help that it could get. For example, all the other current computers that are on the market had so much more back up and appeared to be better graphics and programs.

At first I figured that maybe I should be designing the DATA-BANK around a commodore (sorry about this bad language?) but due to the fact that all my spare money was going into reovation of my home, I had to settle for a 99/4A. Now that I have you in suspence long enough I will get to the punch line. What will DATA-BANK do for you?.

"It is an intelligent life form" that will allow you to run all those fancy programs that you see on computers that have cost their owners a small fortune.

The reason that FRED has not given very much information out about DATA-BANK prior to this is that I was not prepared to make any claims about DATA-BANK until I had proven its bug free operation to myself. I did not want to be in a position making claims only in theory.

From my statement you can work out for yourself why it has taken so long. I have proven that it is better to have something that you can receive straight after you have paid out for it. There is nothing worse than waiting on a delayed order due to a bug in a system that wasn't thought out thoroughly prior to sale.

KALEIDAWRITER DATA-BANK is not yet available, but it won't be much longer, hopefully early next year. Now that I have finished most of the design, proven and tested it I now have the task of trying to work out which functions to make standard and what to offer as oprional extras.

For example, it will be able,if you had every option, to run IBM, AMSTRAD, COMMODORE, AMIGA, and MSX software via the 99/4A console.

It will also have a direct monitor interface for Fourty or Eighty columns. It will be able to do all the things that GRAMCRACKER did PLUS.

Most common TI software will be resident, no more waiting to load. It will give the TI99/4A massive speed increase without loss of useability of any software. There will also be a wide selection of KALEIDAWRITER software for your enjoyment. Each KALEIDAWRITER Module will

allow memory expansion up to 5 MEG.

When I say each Module, I am letting you know that there is a lot more on the drawing board. Don't say I did not warn you about disbelief, but there is more!. Getting harder to believe yet?. THE PRICE!!!. At this point of time that has not neen totally settled. As I said before, it depends on what is resident and what is optional,but I can say it will be much less than buying even one of the other computers mentioned. Every so often I read back to myself what I have written so far and I sound like a Mis-Dwan TV commercial. You will have to excuse me but I tend to get a bit excited as I get closer to completion. There is more that I could tell you but I don't want to give away all my cards at this point of time. Hoping that this has whet your appertite.

Well I hope all of you 99ers out there are faithful to your machines as KALEIDAWRITER DATA-BANK will compliment any computer that I choose to configure. What I am trying to explain is that without your support in quantity DATA-BANK is not a viable proposition. Thats all about DATA-BANK for now and I will keep you up to date. COLIN CARTWRIGHT.

TRICK OR TREAT
give me all your goodies

```
1 GOTO 10!
  ********TINYDUCK**********
  *     BY MIKE STANFILL      *

2 CALL CLEAR :: CALL HCHAR(2
3,1,33,32):: GOSUB 8

3 CALL SPRITE(#1,86,2,INT(RN
D*56)+50,1,0,5,#2,43,2,80,80
):: P=170 :: R=112

4 CALL JOYST(1,Q,W):: CALL M
OTION(#2,2*-W,2*Q,#1,INT(RND
*8)-4,5):: CALL KEY(1,K,S)

5 Z=94+((Z=94)*-24):: CALL P
ATTERN(#1,Z):: CALL POSITION
(#2,L,M,#1,C,D):: IF D>220 T
HEN 3 ELSE IF S=0 THEN 4

6 CALL SPRITE(#4,46,2,P,R,(L
-P)*.49,(M-R)*.49):: CALL SO
UND(475,-3,14)

7 CALL SOUND(120,119,6):: CA
LL DELSPRITE(#4):: CALL COIN
C(#1,#2,8,G):: IF G THEN J=J
+1 :: CALL MOTION(#1,20,5)::
GOTO 2 ELSE A=A+1 :: GOSUB
8 :: GOTO 4

8 RANDOMIZE :: DISPLAY AT(24
,1):"DUCKS---HIT=";J;" MISSE
D=";A :: RETURN

10 CALL CLEAR :: PRINT "TINY
DUCK IS AN EASY GAME TO":"PL
AY. TYPE IT IN, RUN IT AND":
"GRAB JOYSTICK ONE. YOU'RE":
."THE HUNTER IN THE REEDS"

11 PRINT "AT THE BOTTOM OF T
HE SCREEN":"AND YOU USE YOUR
 JOYSTICK":"TO MANEUVER THE
'+' SIGN TO":"AIM YOUR BULLE
TS AT THE "

12 PRINT "DUCKS FLYING OVERH
EAD. ONCE":"YOU HAVE THE DUC
K IN YOUR":"'SIGHTS' (LEAD A
 BIT TO THE":"LEFT!) JUST PR
ESS THE FIRE"
13 PRINT "BUTTON AND IT'S ON
E LESS":"DUCK, WHEREUPON YOU
WILL":"GET A SCORE.    THERE W
ILL ALSO":"BE A RUNNING ACCO
UNT OF YOUR"
14 PRINT "MISSES. HAPPY HUNT
ING!":"":"PRESS ANY KEY TO B
EGIN.":"(ALPHA LOCKS UP!)"
15 CALL KEY(0,K,S):: IF S=0
THEN 15 ELSE 2
```

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OCTOBER 1989 NEWSLETTER
OUR NEXT MEETINGS ARE:

SATURDAY: OCTOBER 07 TIME: 0900 hrs.
TUESDAY: OCTOBER 17 TIME: 1900 hrs.
We will be meeting in the CIVIL AIR PATROL
building at the OGDEN MUNICIPAL AIRPORT
AIRPORT ROAD.