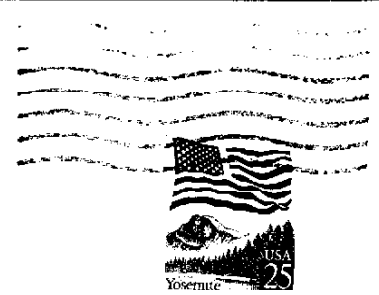THE R O M NEWSLETTER
USERS GROUP OF ORANGE COUNTY
17101 EDWARDS STREET
HUNTINGTON BEACH, CA 92647

7 MAY 1990

04/90
Dallas TI Computer Group (DTIHC(
PO Box 29863
Dallas,
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UGOC ROM

APR/MAY 1990

SERVING THE TI 99/4A HOME COMPUTER COMMUNITY

WE MEET AT MERCURY

TIME AND PLACE OF MEETING

The **FIRST** Thursday of each month at

MERCURY SAVINGS and LOAN

7:30 PM

West of Beach at 7813 Edinger Ave., Huntington Beach, Cal. Use the WEST enterance. Park on the west side of the building. All are welcome.

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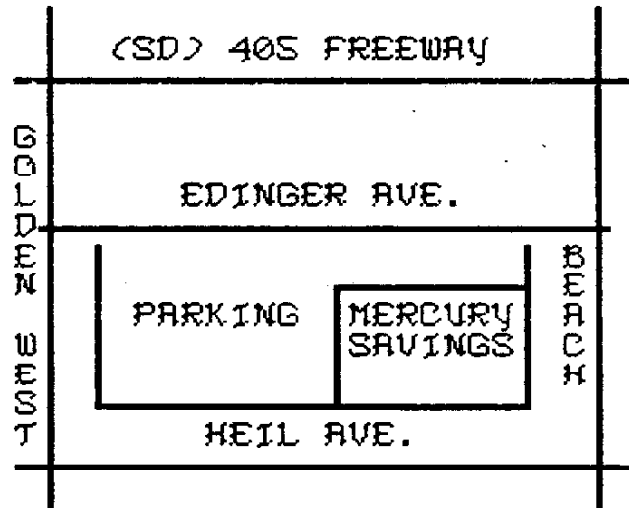BILL NELSON . . .HALL OF FAME . 750-6425

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JIM SWEDLOW . . . . .AT LARGE
BILL NELSON . . . . .GRAPHICS

TI CLUB ACTIVITIES

CLUB	ACTION	DATE	INFO
UGOC	GENERAL MEETING	MAY 03	897-9209
BUG	GENERAL MEETING	MAY 07	532-1554
UGOC	LIBRARY, FTNVLY	MAY 07	842-0859
UGOC	GRAPHICS SIG	MAY 10	750-6425
UGOC	LIBRARY, FTNVLY	MAY 14	842-0859
UGOC	BOARD MEETING	MAY 17	897-9209
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BUG	GENERAL MEETING	JUN 04	532-1554
UGOC	GENERAL MEETING	JUN 07	897-9209

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FROM THE PRESIDENT
By Jim Swedlow

Well folks, the end of my term as President is upon us and, as my parting shot, I have a number of things to say. No one ever accused me of being laconic!

THANKS

First, and foremost, there are some folks who have served on your Board of Directors who deserve your thanks.

In alphabetical order:

NEWT ARMSTRONG, unofficial board member, who always told us to keep it simple and who does the best presentations around.

DICK ATKINS, our 88-89 secretary, who did a strong job and persevered in the face of adversity.

SILES BAZERMAN, hardware wizard, who edited the ROM, maintained and improved upon a long tradition of editors who always got a top notch issue out and never had enough writers.

STAN CORBIN, keeper of TIPS, who kept us honest and was the utility player who was there when we needed him.

BEN HATHEWAY, sysop extrordinaire, who game informative programs and who made the Bulletin Board better and better and better.

JIM JOLLY who has served as Vice President, pulled his share and sat in for me when I was absent.

JIM MORRIS who called, cajoled and encouraged and helped keep our membership up and who patiently maned the raffle table.

BILL NELSON who maintained the Hall of Fame and gave us wonder with his presentations on graphics programs.

EARL RAGUSE, forth master, who maintains the newsletter library (you really should go look at it some day, it is full of solid gold), found us a free meeting place, headed both nominating committees and was always willing to help out.

JERRY RASH who was our Treasurer, always made the deposits, usually had a report (but always had the balance), maintained the raffle prizes, was full of good ideas and found the most amazing bargains.

Your 88-89 and 89-90 board of directors is as good a board as you could ask for.

NEWSLETTER DELIVERY CHANGED

We have changed our method of delivering the ROM. Hence forth we will distribute at our meetings and then mail to those who do not pick them up. Will save us $10 or so a month (more when the Post Office raises their rates).

NEW RAFFLE PRIZES

We will now have two raffles. The first one will be like the one you are used to (but with better prizes).

The second one will have a boffo prize. Tickets will cost more and will run until we have sold enough to make a reasonable return on our investment.

We need to slightly increase our income to account for increased copying costs and anticipated increased postage. Bring $5 or more to each meeting for the raffle. We will try to make it worth your while.

FEST WEST 91

Planning is feverish right now. Look for some solid information at our May meeting. It should be something that we will be proud of!

A very unusual feature of Fest West 91 planning is that three User Groups are working together (UGOC, BUG and Pomona). If we can get through this and maintain a spirit of cooperation, there may be other things we could do to help us keep the 4A flame alive.

Just a thought.

ONE MORE THANK YOU

I just read this again and realized that I forgot one thank you. My thanks to you, the UGOC membership, who makes UGOC the best 4A user group!

'Nuff said.
****

MARCH BOARD MINUTES
By Earl Raguse, Secretary

The meeting was held at the home of Earl Raguse, Secretary. This meeting was called to order at 7:37 bY President Jim Swedlow. Others present were Jim Morris, Siles Bazerman, Stan Corbin, Ben Hatheway and son Daniel, Earl Raguse, Jerry Rash, Bill Nelson and Gene Smith.

The minutes of the February meeting were read by Secretry Earl and accepted as read.

Jerry Rash, Treasurer, reported that now that we are paying printing bills again,

---

the balance will dwindle.

Jim Morris, Membership reported that we still had 63 members, but that 16 were up for dues payment.

Editor, Siles reported that the ROM was not quite ready for printing. We plan to do as we did last month, and bring the ROMs to the meeting. Those not collected at the meeting will be mailed. We hope to save $10 per month that way.

Newsletter Librarian, Earl reported that the library is holding its own. For every club we lose we seem the get a new one. The membership is not taking full advantage of this free resourse.

Bill Nelson reported the status of the Hame of Fame program. Paul Charlton and J Peter Hoddie were added to the voting list, Charles Earl was moved back to the eligible list.

Earl is to make a call to a possible source of a ribbon reinker.

April meeting will have a demo by Siles of Nasty, Jerry Rash will show off his newly acquired Geneve (9640). A working demonstration of TIPS will be made if time permits.

Earl and Stan are hard at work on the nominating committee. We need people willing to put in a little time. Anyone interested in being an officer or chair person, please let Earl or Stan know.

It was moved and passed that the UGOC should support FEST WEST 91. We will make a front money advance of $300 max. This assumes a decision to do FEST WEST.

The meeting adjorned at 9:35, for donut holes and coffee. Gene Smith gave lessons at the pool table, which had been warmed up during the meeting by Daniel Hatheway.

GRAPHIC SIG
by Bill Nelson

Now there have been two. If you missed them, the topics may be repeated in the future. The first one was on Graphic Labeler by Steven J. McWatty and creating labels with TI Artist from Inscebot and Graphic Labeler by Nameloc Software.

Last month the highly technical Wax Paper Digitizer by Cut-rite was demonstrated. Combining with TI Artist to create an Instance of Pooh bear.

This months demonstration will be on none else than Certificate 99 by Great Lakes Software. Location is Bill's computer room, ask me for a map. See you there.

In My Humble Opinion
By: Bill Nelson

For those of you that have seen the certificates our club sends out for the Hall of Fame and have asked how to make them, there is a simple answer, Certificate '99.

This program makes certificates and signs with ease and anyone should be able to produce them in no time. To start make a copy of the original disk and put the original away.

You may load Certificate '99 with any number of EA 5 loaders or with extended basic load program on the disk (another EA loader). Once loaded you get a title screen. Press any key and you get a prompt "Insert Companion Disk". At this time you may insert the companion one disk or leave the program disk in. Program name is UTIL1 and UTIL2.

Loading a certificate that was previously saved, is the next prompt. You may enter up to 30 characters, so hard drive users you may save these files out with path names of decent size. Default name is CDATA00.

Font selection comes next. There are 12 of them. The program loads in a sample font file (CDATA01) and shows the selection from "A" to "L". Files are CDATA0A through CDATA0L. These files must be on disk one. With Companion #2, we get 12 new fonts; however, the new fonts and sample replace the program disk and only 12 font are available at one time. No problem. Font files and sample files must be on disk one.

Border selection is also easy. You are prompted as to which border file name you want and the default file name DSK1.BORDERS01 is displayed. With Companion #2 there are up to six border files and six borders on each file. Up to 30 characters may be inputted, another hard drive possibility.

Graphic selection is the same as border selection. But there are 12 graphics per file. File name default is GRAPHICS01. You use the space bar to view the different choices, choose graphic, no graphic or load more with the enter key. With the choice of graphic there is a magnify prompt, ("Y"es or "N"o). Magnify doubles the size of the graphic. Standard size is eight characters by eight characters. Then comes the placement prompt. With magnify selected you get six possibilities, twelve without.

Signature selection comes next. We have some greats, R. Reagan, L. Iacocca, Santa Claus, and M. Thather just to name a few. Total of eight choices or

"0" (zero) for no signature or line at all. Choice eight is a blank line. After choosing a signature you will be offered the choice of placing the signature either on the left or right and then the option of another signature line (blank) beside that.

Now we're ready to enter our text. We now have two light blue fields to do so on a green green screen. Both fields show the areas used by the Graphic and signature line(s) by displaying them as dark blue within the fields. The top field is for large text and the bottom is for small text. After inputting text and hitting the enter key on a blank line of either field the line will auto center. If the line is next to a dark blue area, you will have to do the centering your self. Large text is twice the size as small text so plan accordingly. This is too easy.

Printer options are next. Enter your device name then select print density (1 or 2) and press enter. Recommend print density of one for draft copy. To escape printing use FCTN-4. After printing is done you may save your certificate to disk or other device.

This has got to be one of the easiest programs to use and it produces great certificates and signs. Certificate '99 V2.0 is presented by Great Lakes Software and was developed in 1987, yes we've had it for three years. It is distributed by Comprodine for around ten bucks and is well worth the investment.

Support your club library. Write an article for the ROM and you can express yourself In My Humble Opinion.
****

UGOC HALL OF FAME
By: Bill Nelson/Ben Hatheway

April's Hall of Fame selection is Paul Charlton

Paul Charlton's contributions to the TI community have been many. In addition to the many small assembly language programs he has written, such as a GPL disassembler that operates by activation of the load interrupt switch he developed XMODEM transfers for the TI and immediately released the code to public domain for all to use. Up until now, TE-II was the only way in which files could be transferred by modem and special encoding was needed by a bulletin board operator to prepare files for downloading by TEII. By adapting Ward Christenson's protocol to the TI, Paul also brought the TI into the world of compatibility with other computer types so that these different types could exchange files.

Fast Term was the first major

telecommunications program for the TI to utilize Xmodem protocol, the first one ever to allow 80 column use, and the first to emulate a terminal type (ADM2).

When Myarc decided to build a new computer, Paul was chosen to write the DOS for that machine, no small undertaking indeed since usually a software company employs teams of programmers working together to accomplish something like that and occasionally they make mistakes (take MSDOS 4.0 for example). While MDOS for the Geneve is not perfect it is getting ever closer and will make the Geneve a viable machine in the not-too-distant future.

Thank you Paul for all your time and devotion to the TI community. Without people like you our orphan would be no more.

UGOC HALL OF FAME REPLIES

We received one reply from an inductee. Bill Gaskill sent us this nice letter:

Thank you VERY MUCH for the Hall of Fame award. It was totally unexpected and a most pleasant surprise. The check for $35 was also very nice to get and it certainly added a professional touch to the award. NEAT!

Per your request for a biographical sketch, I am 41 years old, I have been married to Jacque Klapal Gaskill for the last 16 years and we have a son and a daughter, Jason 13 and Jamie 11. I am a Division Commander (Captain) with the Grand Junction Police Department, where I began my law enforcement career almost 15 years ago. While serving as a Sergeant on Patrol in 1982 I was introduced to computers when the gentleman who is now Chief of police appointed me to a committee of one to computerize the Police Department. I knew absolutely nothing about computers, so I took a class at the local college in order to learn something about them. As part of the class I was do some basic programming on and I ended up buying a TI-99/4A. I went shopping at Target and saw a VIC-20 with 4K of RAM for the same price as a TI, which offered 16K. Although I may have been accused of being ignorant, I wasn't stupid, so I bought the one that had more memory. That's kind of how I got started with the 99/4A. I say kind of, because I ended up selling the TI after the class was over and instead bought a Commodore 64, which had even more memory. After a couple of weeks I returned it and got my money back 'cause I just hated it. I dropped computing (except my required involvement at work) for the next few months until the 1983 bailout by TI.

By Earl Raguse

Forth has a number of ways of displaying memory, variables, constants, characters and strings. Firstly, you may display what is on the stack using the period (.). You can display what is in a variable (address) using question mark (?) which uses Fetch (@) to get it on the stack, then (.) prints it.

JOE @ .   prints what is in JOE

JOE .   prints JOE's address

IF JOE were a constant, (.) prints the value in JOE. Constants put their value on the stack, variables put an address. If the value is a number, it is printed in the current base, default is decimal. If the value (number) is an ASCII value for a character, you will see its number value printed, not the character.

If you want to see the character, enter EMIT, and the character whose ASCII value is on the stack will be printed to the CRT. To the printer if you entered SWCH first.

Now if you have stored a string at an address, (variable), using Store String (!"), you can print it out on the CRT (or printer) using TYPE. TYPE requires and address and a count. If the string is stored with the length count in the first bite, the word COUNT will put the count on the stack, with the correct address, given the starting address of the length count.

Another way to find out what is in memory at a given address is DUMP, a very useful word. DUMP requires, as does TYPE, and address and a count to display. To find the address of a variable, one can use tick ('), which will find the name in memory (if its there, of course), and push the address on the stack. Thus if you enter:

' JOE 2@ DUMP
You will get a display of the byte stored at JOE's address plus 19 more bytes. They will be displayed (in HEX) in a row: address plus the next 8 bytes in groups of two, followed by the 8 ASCII characters reprsented, if they are printable, else you get a period. If more than 8 bytes are to be displayed, a new row will be shown. DUMP does not give you the option of printing in other than HEX. The (.) word will print in whatever base you store in BASE.

These different display words interpret what is in memory differently. When you put, say ASCII "A", in a variable as decimal 65 (or HEX 41), EMIT prints the character just fine, but TYPE will print a blank (white square for unprintable) in front of the character. On the other hand if a string is stored at the address, TYPE works right, but EMIT will leave out every other character, starting with the first.

This is because EMIT expects that there is only one character per word, and that is in the least significant byte, the most significant byte is zero. However TYPE expects each byte to represent a character. If it is zero, it prints a blank. Strings are always stored in consecutive bytes, and that is why EMIT leaves out half of the characters. DUMP shows exactly what is in memory, which is why it is so handy for trouble shooting.

I wrote a couple of screens, #53 and 54, to show how all this works. They do not require much explanation, its all on the screens. It doesn't take much to type them in, so I suggest you do that. The demonstration is worth while if you have not seen this before.

Next time I will continue with the string handling words for Forth.

C U next time, may the FORTH be with U.

(HALL of FAME continued)
bailout by TI. Then, like so many others, I picked up a $49.95 Home Computer setup when our local JC Penneys was unloading them. I didn't do much with it about a year later when I ran across a new expansion box with 32K and disk at a liquidation sale in Denver. I got TI-Writer and Multiplan thrown in with the deal and then picked up Extended Basic for $25 at the local K-Mart some months after that. The rest is history I guess.

I now have Two complete systems, one of which my daughter uses. The other is mine and consists of a Horizon Ramdisk and a 20 megabyte hard disk setup using the Myarc HFDC. Un like a lot of other 99ers, I don't have an IBM clone sitting next to my TI, although I did have one for awhile. I bought Triton's clone system back in 1987 when it first appeared, but ended up selling it after I realized that I was not a computer hobbyist. I am only a TI-99/4A hobbyist at heart. I appreciate all that the TI Community has done for me over the last 6-7 years and I have tried my best to return the favor. The award and recognition of the 99/4A Users Group of Orange County is the of my affiliation with this neat computer community. It will be cherished for years to come. Thanks!

Bill

As we get more responses from the awardees, we will reprint them in the ROM for everyones enjoyment.

Thanks again Bill for all that you've done for the TI community.

UGOC BULLETIN BOARD
300/1200/2400 BAUD
(714) 751-4332

SCR #53
```
0  \ STRING DISPLAY ETC #1  EGR  3/26/90
1    FORGET IT : IT ;
2    0 VARIABLE Z$ 62 ALLOT Z$ 64 BLANKS        \ make blank Z$
3  : CL 1 06 AT 40 SPACES ;                      \ clear row 20
4  : L1 1 08 AT ." TYPE " ;                      \ label TYPE
5  : L2 1 10 AT ." EMIT " ;                      \ label EMIT
6  : L3 1 12 AT ." . " ;                         \ label "."
7  : L4 1 15 AT ." DUMP of Z$" CR ;              \ label DUMP
8  : 1Z Z$ 81 65 DO DUP I SWAP ! 2+ LOOP ;       \ load Z$ with A-L
9  : 2Z Z$ !" THIS IS THE STRING IN Z$" ;        \ load strng in Z$
10 : TZ Z$ 24 TYPE ;                             \ type chars in Z$
11 : EZ Z$ DUP 24 + SWAP DO I @ EMIT 2 +LOOP ;   \ emit chars in Z$
12 : PZ Z$ DUP 24 + SWAP DO I @ .  2 +LOOP ;     \ print chrs in Z$
13 : DZ ' Z$ 24 DUMP ; -->                       \ dump Z$ memory
14
15
```

SCR #54
```
0  \ STRING DISPLAY ETC #2  EGR 3 26 90
1  : : SPACES ;      \ shorthand for lazy typists
2  : M1 CLS 4 1 AT ." A string display demonstration"
3         CR 3 1 ." using TYPE, EMIT, . and DUMP in "
4         CR 2 1 ." that order on the same variable Z$"
5         CR 2 1 ." remember, DUMP is hex, . is decimal"
6         CR 2 1 ." unless you enter HEX first, try it.";
7  : M2 CL 4 20 AT ." Z$ is loaded with ASCII A thru L " ;
8  : M3 CL 1 20 AT ." Again, but Z$ is loaded with a string " ;
9  : T1 M1 M2 PAK CL 1Z L1 TZ L2 EZ L3 PZ L4 DZ PAK ;
10 : T2 M1 M3 PAK CL 2Z L1 TZ L2 EZ L3 PZ L4 DZ PAK ;
11 : MORE 1 WAIT CLS 1 12 AT
12    ." MORE, PRESS SPACE ELSE ANY"
13       KEY 32 = IF MYSELF THEN DI# ;
14    T1 T2 MORE \ auto run
15
```

TIPS, Ver 1.3
AN EXTENSIVE FREE GRAPHICS PROGRAM
Reviewed by Eugene E.Smith*

HERE IS A TRULY FINE GRAPHICS PROGRAM.

It is not the first version, however, and, I suspect it will not be the last, as there is certainly room for improvement in it's speed of operation.

There are quite a number of programs today that are designed to manipulate and utilize graphics (TI Artist, Page Pro, CSGD, Graphic Labeler, etc.), but they are almost all either commercial or fairware. This means that they cost money. This is not so with "TIPS." TIPS is not freeware, it is FREE.

It is RON WOLCOTT's public domain "GIFT" to the TI community. He has converted over 2,000 public domain clip-art style pictures from the IBM format to one that can be used on the TI-99/4A, and has written a PD program that will manipulate these graphics.

He has called his program "TIPS." It is written in Extended Basic with some Assembly Language routines and is quite slow, and can probably be modified somewhat to improve it's usability.

TIPS is extensive. It consists of 18 DSSD or 36 SSSD disks that contain 3,439 images (pictures) and cover 109 pages in hard copy form.

You can utilize each of the images and the text (fonts) available to create some really nice MAILING LABELS. In fact, the entire library of over 3000 images can be converted and stored within the TIPS program to INSTANCE (_I) FILES of two different sizes for use by other TI graphics software.

The medium sized images can be used for making 4-FOLD GREETING CARDS. You can include on the inside of the card a 14 line 35 char/line VERSE. This VERSE can be entered from within TIPS and optionally saved to a DV/80 file for later use, or you can load one from an already created DV/80 file.

The larger sized images can be used in making POSTERS, BANNERS, etc. and both text and images can be printed as a MIRROR IMAGE for HEAT TRANSFER to a T-SHIRT or a SWEAT SHIRT, and there are many other applications. You'll have to use your ingenuity.

Included on DSK.TIPS1 are a number of Utility Programs, some written by Ron Wolcott and some by others. TIPSHOW, by Ron, allows your printer to print small samples of each TIPS graphic, 40 graphics on each 8.5 x 11 inch sheet of paper. With this utility you can create a reference notebook showing all of the TIPS graphics. Another utility allows you to display an entire file of TIPS graphics on the monitor in slide show format. Another utility allows you to convert TIPS graphics to a Page-Pro format. Another utility was written to speed up the conversion of Ron Wolcott's TIPS Files to TI Artist.

IN SUMMARY: TIPS Ver 1.3 is a fine, extensive, FREE, graphics program which in it's present form is slow to use, but should be a welcome addition to any TI user's Disk Library. It may encourage the user to purchase one or more of the supplementary software units mentioned in this review.

*Thanks to Charls Good of the Lima, Ohio 99er's USER'S GROUP for data obtained from his evaluation of TIPS 1.2, Dec.1989.

LETTERFORM
BY Ollie Herbert

LETTERFORM tutorial for your word processor: BA-WRITE, FUNLWRITER, TK-WRITER (each is fairware), or TI-WRITER. I use it as a start for the letters that I write as it saves me the setup time.

To create a LETTERFORM file, load the editor and <ENTER> the following:

```
0001 .LM 36;RM 72;FI;PL 58;HE
0002 .SP 4
0003 You R.^Name
0004 P.O.^Box ###
0005 Chicago, IL^ 60657
0006
0007 .CO Tel # and .SP Optional
0008 DATEXX, 1986
0009 .SP 2;LM 8
0010 T.O.^Name
0011 P.O.^Box ###
0012 CITYXX, STATE^ ZIP##
0013 .SP 2
0014 GREETING,
0015 .SP 2;IN +5
0016 .HE 30 "'sLastName" Page %
0017 .CO START HERE
0018
thru    blank
0030
0031 .CO LAST LINE
0032 .SP 2;LM 36
0033 SALUTATION,
0034 .SP 4
0035 You R.^Name
```

Function 9, T <ENTER> to get into tab settings. Function D over to column 33 R <ENTER> to set right screen margin. Function 9, SF <ENTER>, DSK1.LETTERFORM <ENTER> to save the file that you just created as LETTERFORM.

It would be a good idea to use the formatter to make printout of LETTERFORM at this point and make any adjustments that are necessary before you use it to write your letters. You may prefer a different arrangement, differnt margins or need to insert some printer commands

You might also like to put your favorite greeting and salutation in the master.

To use the LETTERFORM file, load Editor, LF<ENTER>, DSK1.LETTERFORM<ENTER>. After the file finishes loading, edit lines 8, 10-12, 14 & 33 to reflect the data for your letter. Function 9, SF <ENTER>, DSK1.filenamexx <ENTER> using a filename of your choice as your first save.For my fnames, I use the first four letters of the addressees last name followed by the current 6-digit date.

Start your letter by overwriting line 17 Use insert (function 2 or function 8) periodically to avoid overwriting the original line 31 which is only a flag to keep you from writing into the letter's ending. It is a good idea to function 9, SF<ENTER> (the filenamexx is retained) periodically in order to keep a fresh version of the file saved on disk. After the save, you are returned to the point where you were before the save.

When finished writing your letter, function 3 (delete) any remaining blank lines between the end of your letter and all the way down to & including the original line 31. That line won't print but delete it anyway. Function 9, SF <ENTER>to save the file. Then function 9 again, Q<ENTER> to quit and E <ENTER> to exit the editor.

You are now ready to print your letter using the formatter.

Ollie Herbert, Rt.4, Box 23, Brewton, AL 36426 *(From Chicago Times, SS186)*