



ROCKY MOUNTAIN 99'ers

TIC TALK

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FROM THE EDITOR

I am writing this before anyone has had a chance to get their newsletter and call me to comment on the survey and it's "back page". I didn't have the pages numbered correctly, and the printer put them in the order that he was given. The survey is reprinted this month (correctly) so no one has to cut out any of the articles in order to send it in.

I hope to have a review of DISK MANAGER III completed before this goes to the printers. So far, I haven't found but one thing to complain about, and that's not anything major. Good program.

As has been suggested to me by some of the members, I have included a BASIC program for you to have fun with, as well as one that I modified to suit my own needs that runs in BASIC OR extended BASIC.

I am trying a new look for the front page this month, and would appreciate any and all comments from members (and other user groups).

APRIL MEETING

April 9

Jefferson County Fairgrounds

Auditorium 7:00 PM

6th Ave. West to Indiana Ave.

The graphics are produced using the latest version of BITMAC courtesy of Dave Vaughn of Vaughn Software.

The latest information that I have, is that BITMAC and 4A/TALK should both be available within 30 days. Hopefully they can get things worked out (in both cases).

SEE YOU ON THE 9th!

A MENU PROGRAM

Here's a program that I modified so you can catalog a disk without your Disk Manager. I have it on all my disks (especially games), named "LOAD" so it will automatically power up in Extended Basic. I will modify it again, in the future, so that you can automatically load programs from the catalog on the screen.

(P.S. This one works! And in both BASIC and XBASIC.)

Dave Owen

```

100 CALL CLEAR
110 F=0
120 DIM TYPE$(5)
130 TYPE$(1)="DIS/FIX"
140 TYPE$(2)="DIS/VAR"
150 TYPE$(3)="INT/FIX"
160 TYPE$(4)="INT/VAR"
170 TYPE$(5)="PROGRAM"
180 PRINT "MASTER DISK (1-3)
? "
190 CALL KEY(0,KEY,ST)
200 IF ST<=0 THEN 190
210 IF KEY>51 THEN 190
220 IF KEY=49 THEN 650
230 IF KEY=50 THEN 670
240 IF KEY=51 THEN 690
250 OPEN #1:"DSK"&STR$(I)&".
",INPUT ,RELATIVE,INTERNAL
260 INPUT #1:A$,J,J,K
270 DISPLAY "DISKNAME= ";A$
280 DISPLAY "WHERE DO YOU WANT LISTING?": "1 SCREEN": "2 PRINTER-PIO": "3 PRINTER-RS23 2.BA=9600": "4 OTHER"
290 PRINT "YOUR CHOICE? "
300 CALL KEY(0,KEY,ST)
310 IF ST<=0 THEN 300
320 IF KEY>52 THEN 300
330 IF KEY=49 THEN 370
340 IF KEY=50 THEN 400
350 IF KEY=51 THEN 420
360 IF KEY=52 THEN 440
370 F=0
380 CALL CLEAR
390 GOTO 470
400 NAME$="PIO"
410 GOTO 450
420 NAME$="RS232.BA=9600"
430 GOTO 450
440 INPUT "WHICH DEVICE? ":NAME$
450 OPEN #2:NAME$,OUTPUT
460 F=2
470 PRINT #F:"DSK";STR$(I);"
- DISKNAME= ";A$:"AVAILABLE
=";K;" USED=";J-K
480 PRINT #F: " FILENAME S
IZE TYPE P": "-----
-----";
490 INPUT #1:A$,I,J,K
500 IF LEN(A$)=0 THEN 570
510 PRINT #F: :A$;TAB(12);J;
TAB(17);TYPE$(ABS(I));
520 IF ABS(I)=5 THEN 540
530 PRINT #F:K;
540 IF I>0 THEN 490
550 PRINT #F:TAB(28);"Y";
560 GOTO 490
570 CLOSE #1
580 IF F=0 THEN 600
590 CLUSE #2
600 PRINT
610 PRINT
620 PRINT
630 PRINT
640 GOTO 180
650 I=1
660 GOTO 250
670 I=2
680 GOTO 250
690 I=3
700 GOTO 250

```

BOOK REVIEW by Ted Michelsen

Ever since I obtained my copy of the Editor/Assembler package (November 1983) I have been trying (no pun intended) to learn assembler language. I have purchased several books. Each one has helped a little until I purchased and read a copy of "Learning TI 99/4A Home Computer Assembly Language Programming" by Ira McComic. This was the first book I have found on the subject that deals with the Editor/Assembler package and not Mini Memory assembler language. Not only does the book explain how to use the editor, loader and the debugger, it also explains many of the finer points about the language. Such as the fact that the > logical bit deals with unsigned numbers, not the logical statements like greater than, equal to or less than. While this may not seem like much, it is these types of mysteries that made trying to understand the TI Editor/Assembler book a real trying experience.

The book explains in terms I could understand, what each of the statements do and how to use them. This is done by grouping the statements by type, such as compare statement, jump statement etc. Then most if not all the statements from each section are used in a short program. This sample program was then explained step by step. It was at this point things started to become clearer as to how to use the statements in a program.

Mr. McComic has taken a different approach to the sample programs from all the other authors of TI assembler language books I have read. They have tried to develop a long useful

program as an example rather than the short and non application oriented programs that Mr. McComic used. The large programs become difficult to follow, because so many steps and different statements are used I would tend to get lost and confused. I found Mr. McComic's approach a much better teaching aid.

If the book has a weakness it is the fact that the book does not cover anything about using the disk drives or screen in programming. However, it does cover the assembler language without using any of the utilities very well.

I would recommend this book to anyone who is interested in learning something about TI assembly language. I obtained my copy from a B. Dalton Bookstore for \$14.95.

After reading the book I felt the need to see if I could write a simple assembly language program. I chose to write a simple program that displays the ASCII number and the symbol for ASCII characters 32 through 126. I chose this because I wanted to compare the speed of assembly language to TI Basic, TI Extended Basic and TI FORTH, since I had looked at the relative speed of this application in the past. The assembly language required the writing of a scrolling routine which is handled automatically by the other languages. After timing all the programs I found that in fact, the assembly language program was the fastest, but not that much faster than FORTH. The ratio of times to run the programs is as follows:

REVIEW

(continued from previous page)

TI BASIC vs. Assembly language
took 3.84 times as long.

TI Extended BASIC vs. Assembly
Language took 2.18 times as long

FORTH vs. Assembly Language took
1.44 times as long.

As a reference I found the
assembly language program took
5.6 seconds to run vs. 21.7
seconds for TI BASIC.

So if you want fast running
programs, assembly language is
the answer, but FORTH is a close
second and easier to use.

For BASIC Programmers

```

10 RANDOMIZE
20 CALL CHAR(96,"003C42427E7
E24")
30 CALL CHAR(97,"0000001818"
)
40 CALL CHAR(104,"003C42427E
7E24")
50 CALL CHAR(159,"FFFFFFFFF
FFFFFF")
60 CALL COLOR(9,16,1)
70 CALL COLOR(10,5,1)
80 CALL CLEAR
90 CALL SCREEN(14)
100 PRINT "AUTOBAHN":"====
==":::"BY":::"TORSTEN NIEMIE
TZ":"MARBACHER WEG 39":"D-
2800 BREMEN 1"
110 PRINT "WEST-GERMANY":
:::"PRESS:":::"-1- GAME 1":
"-2
- GAME 2":
"-3- END":::
120 CALL HCHAR(1,1,159,32)
130 CALL HCHAR(24,1,159,32)
140 CALL VCHAR(2,1,159,22)
150 CALL VCHAR(2,32,159,22)
160 CALL COLOR(16,INT(RND
)+2,1)
170 CALL KEY(0,K,S)
180 CALL SOUND(1,440,15)
190 IF S=0 THEN 160

200 IF K=49 THEN 250
210 IF K=50 THEN 580
220 IF K=51 THEN 970
230 CALL SOUND(1,220,0)
240 GOTO 160
250 CALL CLEAR
260 PRINT "GAME 1":::"YOU ARE
AT NIGHT WITH YOUR CAR ON
A HIGHWAY.BUT YOU ARE ON
THE WRONG SIDE.BE CAREFUL"
270 PRINT "THAT YOU DO NOT C
RASH INTO A CAR OR THAT YOU
LEAVE THE HIGHWAY...-1- TUR
NS YOUR CAR"
280 PRINT "TO THE LEFT;-0- T
URNS IT TO THE RIGHT....."
290 GOSUB 860
300 CALL VCHAR(1,12,97,24)
310 CALL VCHAR(1,21,97,24)
320 CALL HCHAR(Y,X,32)
330 CALL KEY(0,K,S)
340 IF S=0 THEN 390
350 IF K=48 THEN 380
360 X=X-1
370 GOTO 390
380 X=X+1
390 PRINT ::
400 CALL GCHAR(Y,X,M)
410 IF M<>32 THEN 480
420 CALL HCHAR(Y,X,96)
430 CALL HCHAR(24,INT(RND*8)
+13,104)
440 CALL VCHAR(23,12,97,2)
450 CALL VCHAR(23,21,97,2)
460 Z=Z+1
470 GOTO 320
480 CALL SOUND(1000,-5,0)
490 IF M=104 THEN 520
500 PRINT "YOU HAVE LEFT THE
HIGHWAY AND SO YOU HAVE A
N ACCIDENT!":
510 GOTO 530
520 PRINT "YOU CRASHED INTO
A CAR!":
530 PRINT "POINTS=";Z;"DIFFI
CULTY=";SC;"TOTAL=";SC*Z::
540 CALL SCREEN(14)
550 FOR D=1 TO 2500
560 NEXT D
570 GOTO 80
580 CALL CLEAR
590 PRINT "GAME 2":::"YOU ARE
ON A HIGHWAY AND SO YOU MUS
T BE CAREFUL THAT YOU DO
NOT LEAVE THE HIGHWAY...."

```

```

600 PRINT "1 TURNS YOUR CAR
TO THE LEFT;0 TURNS IT T
O THE RIGHT":::
610 GOSUB 860
620 CALL VCHAR(1,13,97,24)
630 CALL VCHAR(1,18,97,24)
640 F=13
650 CALL HCHAR(Y,X,32)
660 CALL KEY(0,K,S)
670 IF S=0 THEN 720
680 IF K=48 THEN 710
690 X=X-1
700 GOTO 720
710 X=X+1
720 PRINT "
730 CALL GCHAR(Y,X,M)
740 IF M=97 THEN 480
750 CALL HCHAR(Y,X,96)
760 F=F+INT(RND*3)-1
770 IF F<1 THEN 810
780 IF F<28 THEN 820
790 F=27

```

```

800 GOTO 820
810 F=1
820 CALL VCHAR(23,F,97,2)
830 CALL VCHAR(23,F+5,97,2)
840 Z=Z+1
850 GOTO 650
860 INPUT "DIFFICULTY(1-5)?
1=EASY;5=DIFFICUL
T ":SC
870 IF SC<1 THEN 860
880 IF SC>5 THEN 860
890 IF SC<>INT(SC)THEN 860
900 Y=SC*2+12
910 X=16
920 CALL CLEAR
930 CALL SCREEN(2)
940 CALL HCHAR(Y,X,96)
950 Z=0
960 RETURN
970 PRINT "PLEASE PLAY WITH
ME THE NEXTTIME AND DO NOT O
PERATE A 'REAL' CAR.....

```

SIG MEETINGS

The EDITOR/ASSEMBLER SIG will meet on Wednesday, April 3rd, 7:00 PM at Unique systems located at Bates and Broadway behind the Oak and Pine store.

<<<< DISPLAY ADS >>>>

RATES: 10 in X 7.5 in - \$15.00
5.5 in X 7.5 in - \$8.00
3 in X 7.5 in - \$4.50

ALL DISPLAY ADDS must be camera ready and must be received before the 15th of the month and accompanied by a check made out to the ROCKY MOUNTAIN

99ers P.O. Box 12605 Denver, CO 80212. Since the Club is a non-profit organization all money collected for advertizing goes toward the publishing costs of this newsletter.

<<<< WANT AD RATES >>>>

MEMBERS - FREE (25 word max) We must have your add by the 15th of the month to assure insertion in the next issue. Call 458-7315 or mail to BOX 12605 Denver, CO 80212. NON-MEMBERS must use DISPLAY ADS!

TIPS FROM THE TIGERCUB

#20

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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.

The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for just \$15.00 postpaid!

Nuts & Bolts is a diskfull of 100 (that's right, 100!) XBasic utility subprograms in MERGE format, ready for you to merge into your own programs. Contents include 13 type fonts, 14 text display routines, 12 sorts and shuffles, 9 data saving and reading routines, 9 wipes, 8 pauses, 6 music, 2 protection, etc., and now also a tutorial on using subprograms, all for just \$19.95 postpaid!

And I have about 140 other absolutely original programs in Basic and XBasic at only \$3.00 each! (plus \$1.50 per order for cassette, packing and postage, or \$3.00 for diskette, PPM) Some users groups charge their members that much for public domain programs! I will send you my descriptive catalog for a dollar, which you can then deduct from your first order.

Come on now, folks, don't you support your local schools? And don't you support those who support

you? There are thousands of schools which have TI-99/4A computers in the classroom, usually without disk drive and without Extended Basic. They could use some educational programs in Basic on cassette. They could probably use some of the public domain software in your library. Maybe they could use some of the educational programs I sell for just \$3 (and I authorize schools to copy them for use within the school). There is probably such a school in your area - is your group supporting it? In the last tips, I asked the members of 101 users groups to give me the addresses of schools that had TIs, so I could send them a free catalog. How many addresses did I get? Zero to the power of zero times zero!

More on the pestiferous asterisk bug in TI-Writer. Dr. Guy-Stefan Romano has confirmed and explained it. If you are printing out of the Formatter mode and your text contains an asterisk followed by two or more numeric digits - the asterisk and two digits will disappear! For instance, A8256 becomes A6, and I've noticed that A6 in programs published in several newsletters recently.

The TI-Writer program misinterprets the asterisk and two digits as an instruction to input data from a "value file" (see Alternate Input on p. 111 of the manual).

The solution to this bug is to type two asterisks followed by two dummy digits, then the actual digits. For instance, instead of A8256 type **825200. Trouble is, the bug usually shows up in a program which has been LISed to disk and then

MERGED into TI-Writer, and is usually not noticed. The solution? Run the program through my 28-Column Converter (see Tips #18!).

Dr. Romano informs me that there is an even worse bug in the Transliterate command coding, erratic and sometimes destructive. It is triggered by certain sequences of characters, but these have not been documented.

Dr. Romano says that he does not use transliteration.

I would suggest that you also avoid the use of the & and @. The & will only underline a single word, unless you tie words together with the ^ sign. If you tie words together, the Fill and Adjust will leave gaping blanks in your lines and if you tie too many together the line will extend beyond the right margin! Also, the underlining is a broken line. It is better to use the escape codes CTRL U, FCTN R, CTRL U, SHIFT -, CTRL U, SHIFT A, CTRL U, which will give a solid underline until you turn it off with CTRL U, FCTN R, CTRL U, SHIFT -, CTRL U, SHIFT @, CTRL U.

The @ is handy to emphasize a single word, but if you want to double-strike a whole sentence or paragraph it is better to use the escape code CTRL U, FCTN R, CTRL U, SHIFT @, and turn it off again with CTRL U, FCTN R, CTRL U, SHIFT H.

The period bug is another killer - the Formatter thinks that any line which begins with a period is a formatter command, and deletes the whole line! If your text contains a decimal value such as .11 and the wraparound puts it at the beginning of a line, the

line disappears! There are two ways around this - put a 0 in front of all your decimals, as 0.11, or transliterate all your periods.

In all, the TI-Writer formatter is a temperamental and unpredictable piece of software, prone to unwanted line feeds and unexpected paper-wasting form feeds. I like to use it to right-justify text back to the disk, but from then on I prefer to print it out of the editor mode, or out of my own program.

Designing downloadable characters for the Gemini printer (see page 115 of the manual) is a bit tricky because it is hard to visualize how the expanded pattern will appear in print. The following program will enable you to experiment with designs, dump them directly to the printer for viewing, then save them as a file. When you later dump this file into printer RAM for use, you must activate the download characters with the escape code -

```
CHR$(27);CHR$(36);CHR$(1).
```

```
100 CALL CLEAR :: CALL SCREE
N(4):: CALL CHAR(128,"FFB1B1
B1B1B1FF",129,RPT$(F),16)
):: CALL COLOR(13,2,16)
110 FOR R=9 TO 15 :: CALL HC
HAR(R,11,128,9):: NEXT R
120 X=1 :: FOR R=9 TO 15 ::
DISPLAY AT(R,7)SIZE(2):STR$(
X):: X=X*2 :: NEXT R :: FOR
C=9 TO 17 :: DISPLAY AT(8,C)
SIZE(1):STR$(C-8):: NEXT C
130 DISPLAY AT(2,9):"TIGERCUB'S" :: DISPLAY AT(4,1):"GEMINI CHARACTER DOWNLOADER" !p
rogrammed by Jim Peterson fo
r the Public Domain
140 DISPLAY AT(17,1):" Move
cursor with W,E,R,S,D,""2,X
and C keys. Toggle on!"and
off with Q key. Press!"Ent
er when finished." :: "Pres
```

```

any key"
150 CALL KEY(0,K,ST):: IF ST
=0 THEN 150 :: CALL MCHAR(17
,1,32,224)
160 R=9 :: C=1 :: CH=128
170 CALL MCHAR(R,C,32):: CAL
L MCHAR(R,C,CH):: FOR D=1 TO
10 :: NEXT D :: CALL KEY(3,
K,ST):: IF ST=0 THEN 170
180 DN PUS("MWERDCXZS"&CHR$(
13),CHR$(K),1)+1 GOTO 170,31
0,230,220,210,200,190,260,25
0,240,330
190 K=K+1
200 C=C+1 :: GOTO 270
210 C=C+1
220 R=R-1 :: GOTO 270
230 K=R-1
240 C=C-1 :: GOTO 270
250 C=C-1
260 R=K+1
270 R=R-1R(9)+(R)15):: C=C-(
C(11)+(C)19):: IF CH=128 THE
N 300 :: CALL GCHAR(R,C-1,6X
):: CALL GCHAR(R,C+1,6Z):: I
F (6X<>129)*(6Z<>129)THEN 30
0
280 DISPLAY AT(22,1):"You ca
n't have two in a row":"horiz
ontally!" :: FOR D=1 TO 50
:: NEXT D :: DISPLAY AT(22,1
):: " "
290 CH=CH-1
300 CALL MCHAR(R,C,CH):: GOTO
0 170
310 CH=CH+1+(CH=129)*2 :: IF
CH=128 THEN 320 :: CALL GCH
AR(R,C-1,6X):: CALL GCHAR(R,
C+1,6Z):: IF (6X<>129)*(6Z<>
129)THEN 320 ELSE 280
320 CALL MCHAR(R,C,CH):: GOTO
0 170
330 FOR C=11 TO 19 :: X=1 ::
FOR K=9 TO 15 :: CALL GCHAR
(R,C,K)
340 IF C=129 THEN A=A+X
350 X=X*2 :: NEXT K
360 FOR J=1 TO LEN(STR$(A))
: CALL VCHAR(15+J,C,ASC(SEEK
(STR$(A),J,1))): NEXT J ::
M=M&CHR$(A):: A=0 :: NEXT
C :: A=0
370 DISPLAY AT(20,1):"Print?
Y/N Y" :: ACCEPT AT(20,12)V
ALIDATE("YN")SIZE(-1):Q$ ::
IF Q$="N" THEN 470
380 IF F=1 THEN 390 :: F=1
: DISPLAY AT(20,1):"Printer
name?" :: ACCEPT AT(20,15):F
$ :: OPEN #1:P$

```

```

390 DISPLAY AT(20,1):"ASCII
to rdefine?" :: ACCEPT AT(2
0,20)VALIDATE(DIGIT)SIZE(3):
CH
400 DISPLAY AT(20,1):"Descen
der (0 or 1)? 0" :: ACCEPT A
T(20,21)VALIDATE("01")SIZE(-
1):D$ :: D=VAL(D$)
410 M=CHR$(27)&CHR$(42)&CHR
$(1)&CHR$(CH)&CHR$(D)&M$
420 PRINT #1:M$ :: PRINT #1:
CHR$(27);CHR$(36);CHR$(1);
430 PRINT #1:RPT$(CHR$(CH),7
2):: PRINT #1:CHR$(14);RPT$(
CHR$(CH),36)
440 DISPLAY AT(20,1):"Save (
Y/N)? Y" :: ACCEPT AT(20,13)
VALIDATE("YN")SIZE(-1):Q$ ::
IF Q$="N" THEN 470
450 IF F3=1 THEN 460 :: F3=1
:: DISPLAY AT(20,1):"File na
me? DSK" :: ACCEPT AT(20,14)
:F$ :: OPEN #2:"DSK"&F$
460 PRINT #2:M$
470 M$="" :: DISPLAY AT(20,1
):"Another (Y/N)? Y" :: ACCE
PT AT(20,16)VALIDATE("YN")SI
ZE(-1):Q$ :: IF Q$="Y" THEN
100
480 CLOSE #1 :: CLOSE #2 ::
END

```

Micropendium ran a contest to improve on a brief ingenious organ program. The winner was Michael Christianson, who wrote a superb program. You'll have to buy the January issue of the magazine to get it (you should be subscribing, anyhow!). I didn't enter the contest, of course, and my version is not nearly as good, but have fun -

```

90 CALL CLEAR
95 PRINT TAB(5):"MICROPENDIU
M URGAN": : : : : "Pl
ay bass with left hand," :
"melody on the right": :
100 REM - MICROPENDIUM URGAN
modified by Jim Peterson
110 OPTION BASE 0
120 DIM NOTE(20)
130 FOR A=0 TO 20
140 READ NOTE(A)
150 NEXT A

```

```

160 DATA 40000,220,247,262,2
94,330,349,392,440,494,523,5
87,659,698,784,880,988,1047,
1175,1319,1397
170 CALL KEY(1,K1,S1)
180 CALL KEY(2,K2,S2)
190 CALL SOUND(-1000,NOTE(K2
+1),0,NOTE(K2+1)*1.01,5,NOTE
(K1+1)*3.75-ABS(K1+1=0)*1100
00,30,-4,0+ABS(K1+1=0)*30)
200 GOTO 170

```

A sprite routine that doesn't do anything but look pretty. I call it Patches.

```

50 CALL CLEAR :: CALL SCREEN
(5)
100 A=RPT$( "AAS5",16):: B=R
RPT$( "F",64):: CALL MAGNIFY(
4):: RANDOMIZE
110 FOR CH=40 TO 136 STEP 8
:: CALL CHAR(CH,R,CH+4,B)::
: NEXT CH
120 C=2 :: S=40 :: R=1 :: FO
R T=1 TO 24 STEP 2 :: COL=15
0:RND+50 :: CALL SPRITE(#T,S
,C,R,COL,#T+1,S+4,C+1,R,COL)
:: S=S+B :: C=C+1 :: R=R+15
:: NEXT T
140 FOR T=1 TO 50 :: CALL CO
LOR(INT(24:RND+1),INT(16:RN
D+1)):: NEXT T :: GOTO 120

```

This is one that I fancied up, based on a sprite routine written by a youngster named Andrew Sorenson, published in the Sydney Newsdigest from Australia.

```

100 : WILL D' WISP
By Jim Peterson
based on
Andrew Sorenson's
sprite routine
110 CALL CLEAR :: CALL SCREE
N(2):: CR=48
120 FOR CH=48 TO 63 :: FOR L
=1 TO 4 :: RANDOMIZE :: X=IN
T(16:RND+1)*2-1 :: Y=SEEK("
0018243C425A667EB199A5BDC3DB
E7FF",X,2):: B=B&X :: C=
X&C :: NEXT L :: CALL CHAR
(CH,B&C):: B,C="" :: NEX
T CH
130 FOR N=1 TO 28 :: CALL SP
RITE(#N,CR,INT(14:RND+3),B*N
+20,120,5,0):: NEXT N :: IF

```

```

CR=64 THEN CR=48 :: T=T+1(T
=2)*2 :: CALL MAGNIFY(T)
140 X=(INT(3:RND)-1)*4 :: Y=
(INT(3:RND)-1)*4
150 IF INT(10:RND+10)<>10 TH
EN 170
160 CR=CR+1 :: GOTO 130
170 FOR N=1 TO 28 :: CALL MO
TION(#N,-Y*20,X*20):: NEXT N
:: GOTO 140

```

Here are a few more enhancements to my Menu Loader, published in Tips #15. Delete line 150 and add

```

101 OPTION BASE 1 :: DIM P$$(
127):: ON WARNING NEXT :: G
OTO 110
105 B,A,B,C,D$,FLAG,I,J,K
,KD,KK,M$,NN,P$,P$(),Q$,S,S
T,T$,TT,VT,X
CALL INIT :: CALL LOAD :: CA
LL LINK :: CALL PEEK :: CALL
KEY :: CALL SCREEN :: CALL
COLOR :: CALL CLEAR :: CALL
VCHAR :: CALL SOUND :: !OP-

```

The pre-scan will speed up run time by a worthwhile amount. The warning default will prevent a screen scroll on an erroneous enter.

When you're finished printing strip labels, cut off the strip BEHIND the platen and roll it FORWARD! You'll waste a few labels that way, but if you try to roll backwards and get a gummy label stuck in the works, you've got trouble!

MEMORY FULL

Jim Peterson

the Tigercub

DATA PROCESSING MANAGER:

Leaps tall buildings in a single bound,
 Is faster than a speeding bullet,
 Walks on water,
 Gives policy to God.

ASST'T DATA PROCESSING MANAGER:

Leaps short buildings in a single bound,
 Is more powerful than a switch engine,
 Walks on water if sea is calm,
 Talks to God.

SENIOR SYSTEMS ANALYST:

Leaps short buildings with a running start and favorable winds,
 Is almost as powerful as a switch engine,
 Is faster than a BE,
 Walks on water in an indoor swimming pool,
 Talks to God if special request is approved.

SYSTEMS ANALYST:

Barely clears a quonset hut,
 Loses tug of war with locomotive,
 Can fire a speeding bullet,
 Swims well,
 Is occasionally addressed by God.

LEAD PROGRAMMER:

Makes high marks on wall when trying to leap buildings,
 Is run over by locomotives,
 Can sometimes handle a gun without inflicting self-injury,
 Dog paddles,
 Talks to animals.

SENIOR PROGRAMMER:

Runs into buildings,
 Recognizes locomotives two out of three times,
 Is not issued ammunition,
 Can stay afloat with a life jacket,
 Talks to walls.

MAINTENANCE PROGRAMMER:

Falls over doorstep when trying to enter buildings,
 Says 'Look at the Choo Choo',
 Plays in mud puddles,
 Mumbles to himself.

SYSTEMS PROGRAMMER:

Lifts buildings and walks under them,
 Kicks locomotives off the tracks,
 Catches speeding bullets in his teeth and eats them,
 Freezes water with a single glance,
 He is God.

Rocky Mountain 99'ers

SURVEY

In order to better serve your needs with both the newsletter and the meetings please fill this out and either bring it to the next meeting or mail it to me at Box 12605 Denver, Co. 80212

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Put an "O" in the blank if you OWN an item. Put a "P" if you plan to PURCHASE, put an "S" if you wish to SELL, and put an "L" in the blank if you will LOAN that item

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Please list any topics you would like discussed and/or programs you would like to see demonstrated at our meetings. _____

LIBRARY SUGGESTIONS: _____

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ARE YOU WILLING TO HELP WITH THE LIBRARY? _____ NEWSLETTER? _____

A SPECIAL INTEREST GROUP OR AT THE MEETINGS? _____

DISK MANAGER III

a review

by

David Owen

This is an excellent program for those of us that don't like to change modules to initialize a disk or rename a disk. I only found one thing to complain about. There is no provision for duplicating a disk. On the plus side, the program allows you to:

1. Catalog a disk
2. Set or Remove write protection for a file
3. Change the diskname
4. Change a filename
5. Delete a filename
6. Initialize a disk

The program is loaded into the Assembly Language portion of the 32K RAM and you then can type NEW, load and run BASIC or XBASIC programs, change modules,

and still have the program in memory for use. It will NOT repeat N O T remain in memory when you change to the Editor/Assembler or TI-Writer cartridges or if you run an XBASIC program that has a CALL INIT statement in it. I have loaded it (in XBASIC), played several different games, re-inserted the XBASIC cartridge and the program works as claimed.

The catalog program will list to the screen or to any peripheral device, and will catalog a disk in any drive (up to 3).

Initialization is single-sided or double-sided, and single-density or double-density and in any drive.

All of the features can be used on any drive. For what it's worth, this program gets MY recommendation hands down. For a list price of \$39.95, it's not too expensive, either.

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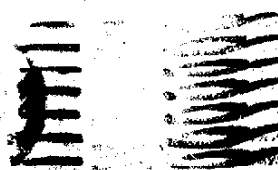
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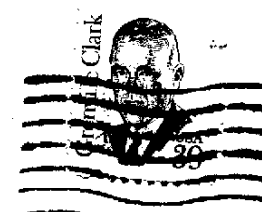
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