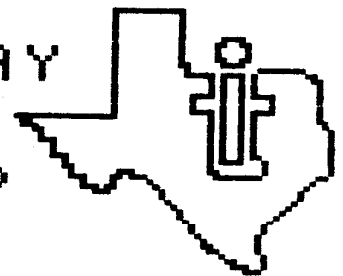




# GREATER TAMPA BAY

## TI USER GROUP

JUNE 1989



\*\*\*\*\*

NEXT MEETING JUNE 6 '89 AT 7:00 PM

\*\*\*\*\*

Greater Tampa Bay TI User Group meets in Brandon Fla. on the first and third Tuesday of each month at Brandon High School in room 352.

The first Tuesday of the month is the general business meeting and to show off new hardware or software programs.

The third Tuesday is set aside for special interest group. If you have a problem with either hardware or software, this is the meeting to come to.

\*\*\*\*\*

### Officers

President: Charles Kinsey  
644-3012

Vice President: Paul Wiese  
985-1048

Librarian: James McGlone  
837-9387

Secretary: Brenda Burwell  
886-5942

Treasurer: John Hartweg  
686-3429

Editor: Robert Barnes  
533-2275

\*\*\*\*\*

### \*\*\* TI HEAVEN \*\*\*

Clubs BBS B/N/1 2400/1200/300 Baud 24 Hrs

PC Pursuit: Accessible FLTAM Sysop: Gary Swears

813-654-titi (8484)

\*\*\*\*\*

### \*\*\* Cy's Swap Shop \*\*\*

2400/1200/300 Baud 24hrs B/N/1 Sysop: Cy Leonard

PC Pursuit Not Accessible but well worth the cost to sign on.

813-725-4568

\*\*\*\*\*

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THINKING OUT LOUD

by: Robert E. Barnes

=====

First, I am sorry that you did not get your newsletter before the meeting last month. Sometimes the best laid plans can go haywire. I went out of the state for a visit, then when I returned, I burned the midnight oil getting it ready to send to Paul for printing. Then wouldn't you know it, the U.S. Postal Service did not give us their usual cooperation by delivering it to Paul in the usual couple of days. That put Paul a little behind in printing and binding the newsletter. At any rate, this does not happen often (in fact it is the first time this particular problem occurred). Surely hope you got this one on time.

If you have any news or hints to share, something you want to see, or whatever, let me know and I will include it in the newsletter. We would prefer that it be computer related though (Are you listening Don?).

I guess by now you guys are tired of reading about what I have included in the newsletter each month. So this month I will give you a treat and skip the usual BS (at least that's what one of our former leaders calls it) and let you get on with reading your favorite newsletter.

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PRESIDENTIAL RAMBLINGS

by: Charles N. Kinsey

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I have to write a few lines about the 24 hr. marathon that was held at Gary Sweers home. There is no question that everybody that attended had a wonderful time. A lot was accomplished by some while others like myself, spent a lot of time blowing a lot of hot air. The following are some of my observations and not

necessarily the opinion of management. Did you know that Paul Wiese goes to a special dentist. Why do you ask, well, he has these slots drilled in his teeth. That way he never loses his wire strippers. Many of us took our turns at the hardware modification section. Some of the mods included HRD piggybacking of the memory chips. These worked fine as long as the slots lined up. They did not seem to work very well backwards. No names mentioned, I am being nice right now. Robert Barnes put E/A and MULTIPLAN inside of his console with a switch that gave him TI-BASIC only, TI-BASIC and F/A, TI-BASIC and MULTIPLAN in any of a three throw switch combination. Brenda Burwell went crazy with pause and reset switches in a couple of her consoles. While she was not fussing with Paul about where to put the switches she must have printed about a million flyers in about every color combination you could imagine. At one time I think she had about four printers going at one time. Some time between all these goings on we gorged on the most delicious rice and chicken catered by the Bradley Bunch. I tell you what, it was worth going just for sampling that wonderful cuisine. Herman worked on his Quadlister and on some his other HERMAN-WARE. He also brought his boy but he did not stay up for 24 hours. In fact, rumor has it that Brenda was one of the few that did stay up all 24 hours. James McClone brought his neat workstation that he made. Because of the TI's large and unconventional footprint about the only way that a person is going to have a nice compact workstation is to build one like Jim did. Way to go Jim, it shows that you are capable of more than just programming the TI in assembly. Some us crashed in all kinds of locations and positions. At one time I mentioned to Brenda that there was no way that I could sleep in the position that Gary was in. This was about 5:30 in the morning. She informed me that he was not sleeping but comatose. After things quieted down a bit I left

about daybreak. From what I understand that was a good move because when Gary got going good you could not even hear the expansion systems with his snoring. I would like to thank all of you for attending and making this 24 hr. marathon a great success. It makes me look forward to our next marathon.

I guess that the marathon put me into the mood for I have put together a 12 volt wet cell battery backup for my corcom RAM card. Even though the hardware comes with a AC-DC power pack everything in the RAM will get wiped out when the power goes off. By using a couple 50V 1A diodes the power from the AC-DC pack will not go to the 12 volt battery but to the card. When there is a power failure the 12 volt battery kicks in and it will send current only to the RAM card and a diode blocks it away from the power pack. I decided to not try to charge the battery with the power pack. I could have done this with a current limiting resistor. The reason is I did not want to do this is that I did not want to take a chance on getting the battery hot and boiling over onto my carpet. However I put in a quick disconnect and whenever my battery tester indicates my charge is falling I can take the battery into the garrage and put a charge on it. While the battery is charging the power pack is supplying current to the card. The 12V battery has a 9 amps per hour rated capacity. My card pulls about 200 MV. Therefore the battery should give me about 45 hrs. of backup before it goes dead. To be realistic I would be happy with a couple hours of back-up for I have not had a much longer power failure than this. The 12v battery I purchased is a very small motorcycle battery that will fit in a cut out gallon milk jug hidden away under my table. This battery costs a lot less than all of the NI-CADS I would have to purchase to get 12 volts. Now maybe I can load my half a megabyte RAM card up to capacity without fear of loosing all

my information.

A few notes on our May 2 meeting. Gary brought his final version (grin) Mailist 7.3 to the meeting and gave us a nice demo on his updates. He also has some nice docs on the disk. For somebody who needs a mailing list of 100 entries this is a program I recommend because it is very user friendly as compared to some data bases I have tried to use. I like it so well that I have it on my RAM card and the whole thing runs without accessing manual disk drives.

Speaking of programing, I just recieved my manual called KRACKER FACTS from the LA 99ERS computer group. For you people that have GRAM KRACKER this little jewel is a must. The first MOD I made was with the Video Chess cartridge. The Video Chess cartridge lacks the ability to save to disk. The only way to save a game is to tape. This has been the main reason that I have not used this game. The modification outlined in the manual will allow you to specify any filename; disk, RAM-disk, cassette, and probably hard disk. This is only one of many MODS in this book. I am looking forward to trying some of these out.

One last note on closing, for those that will be there at the next meeting I will call the meeting to order with an a resounding announcement, are you listening BRENDA (grin).....

=====

THE LIBRARIAN  
by: Jim McGlone

=====

This month I have a tip on how to create an X/B menu loader that will load program image files too. The menu is created by merging two of the programs in our library. First you load MENUBUILD. Then you edit line 520. Delete the statement PRINT #1:C1%;C2%;CHR\$(154);A%;Z% ::. Then save the program. This gets rid of 4

REMs that would ruin the option 5 loader.

To create a menu run MENUBUILD. When your X/B menu is complete load Barry Boone's XBOPTS. Then merge your X/B menu. It was already saved in the merge format by MENUBUILD under the name LOAD. Now edit all the program lines that load program image files. They start at line 5122. Change the RUN "DSK1.prograaname" to CALL LINK("OPTS","DSK1.prograaname"). A Dis/Fix 80 file can be loaded with the statement CALL INIT :: CALL LOAD("DSK1.filename") :: CALL LINK("prograaname"). Now save the program as LOAD. It will now auto boot when X/B is selected and load X/B or program image programs. All selections must be upper case letters.

I have added TI Writer 4.2 (by R. A. Green--Ed.) and Beginners Basic Tutor to the library this month. I also have the library catalog on disk if you need one. I have converted BACKUP to a Super Cart program. I will demo that at the meeting and show you how to add the Super Cart header so it will show up on the power up screen.

=====

T. I. WRITER (Part 2)  
by Stan Katzman

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Errors. This part is about error corrections. I don't know about you but I am one of the worlds worst typists. On a normal typewriter I make so many typing errors it is pathetic. The ability to correct errors before the text is put to paper is one of the greatest assets of word processing. So let's talk about some of the ways to correct errors.

If you are typing along in T. I. Writer and you see that you entered the wrong letter just use Fctn S(←) and retype the correct letter. That's easy enough.

Sometimes you will notice an entire

word misspelled. Just take the cursor back to the word and type over it correctly.

Sometimes you will leave out a letter or letters in a word or even a word or words in a sentence. This correction is a little more complicated but easy enough. Place the cursor one space after the place you want to start and then press Fctn 2 (Ins Char). You will see the line split and then type your insert correction. Now you want everthing closed up again and normal. You do this by pressing Ctrl 2 (Reformat). This will put everthing in order. Reformatting is very handy for adding words, phrases and even sentences. Try it out, you will find it very convenient.

You can remove letters or words by putting the cursor over the character to be removed and pressing Fctn 1 (Del Char).

Sometimes you will not like a line of text. To correct this just press Fctn 3 (Del Line) and the entire line will be erased.

Another more complicated method of correcting errors or making changes is with the Search directive in Command Mode. To do this go to the Command Mode (Fctn 9) and press SH and then <enter>. You will now see "FindString or ReplaceString". Now press RS and <enter> and you will now see "Replace enter /old string/new string/:". Let us say you misspeled Brown as Brawn, to correct this enter "/Brawn/Brown/" and press <enter>. The cursor will then stop at the first instance of "Brawn" and you will see "REPLACE STRING (Yes,No,All, Stop)?". If you want this word replaced with "Brown" press "Y" and the cursor will go to the next instance and repeat as above. If you want all instances of "Brawn" replaced with "Brown" press "A". No and Stop are self explanatory.

T. I. Writer has what is known as a Screen Editor. Which means that any

mistake can be corrected anywhere on the screen. Just get the cursor on the error anywhere on the screen and make the appropriate corrections. There are word processors that are only line editors. Which means that you can only correct one line at a time on the screen. I feel that a screen editor is more convenient.

Try these processes to correct errors and more next time.

=====

**MONEY MATTERS**

by John Hartweg

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**TREASURER'S REPORT**

May 1989

Beginning balance	\$1046.46
Income	
Disk sales	30.00
Dollar disks	14.00
Library sales	26.00
Lotto receipts	14.00
BBS membership	12.00
	-----
	96.00
Disbursed	
G. Sweers -	47.80
BBS expenses	
J. Hartweg -	150.00
Disk order	
	-----
	197.80
Ending balance	944.66

=====

**MULTIPLAN PART 6**

By Audrey Bucher

=====

This article will deal with the Name Command. This command assigns a name to a cell or an area of cells. The name may then be used to refer to that cell or area in a command or formula.

NAME:define name:  
to refer to:  
Enter name

This is the command line you will see when you select the Name command. The proposed response for the "define name" field is either blank or text. If the cell pointer is on a cell that contains text, MP proposes that text as the name to be defined. This makes it easy to convert a row or column title into a name. For instance in our checkbook example, if the cell pointer is on R3C4, MP would propose Food as the name. Text used as Titles and Names are very different and should not be confused. However, it will be easier to read your formulas if the names in them correspond to the visible titles on your worksheet. I must admit, I am always looking for ways to save keystrokes, so I would name my columns with the first letter of the title, such as F or R. To change the response, simply type the new response. Now tab over to the next field "to refer to". The proposed response here is either the active cell, or, if the last name defined was a vector (portion of a row or column), the same vector shifts to the active row or column. This feature makes defining parallel groups a simple task. If the name you enter is already defined, after you press Tab, the proposed response in the "to refer to" field will show the current definition.

For now, let's define the area for Food or F as R3:14C4. Using the arrow key, move the cell pointer to the next column, R3C5 (Rent). Notice, the "refer to" field already has R3:14C5 proposed, as the previous name defined was a vector. This really makes it easy. Now just go along and name the remaining columns. You may also want to name columns 1 and 2 as this will make it easier to get around the spreadsheet with the GoTo command.

Named cells are very easy to locate by using the GoTo command. Press G for GoTo and N or enter for Name. You may use the direction keys to step through the list of names. When the name you

want appears, press enter and the cell pointer will go to the first cell in the named area...to the leftmost cell if the area is a row, to the uppermost cell if it is a column and to the left uppermost cell if it is a block of cells. Now here's a secret that I can't find in the manual. I learned this from the User Notes in the January 1987 issue of Micropendium. (Thanks to Dave Erickson of San Jose). Suppose you enter check number 1234 in column 1, right arrow and type Duq Light in the next column. Now you want the entry to go in the Utility column. Hit G for GoTo, Enter for name and type in Utilities, followed by a space and the letter R. The cell pointer will go the the Utility column in the same row instead of the uppermost cell. I would have named that column U so it is very simple to type U (sp) R and I'm exactly where I want to be. You may also use this technique with NAMED rows replacing the R with a C. MP recognizes lowercase entries equally with upper case entries so it isn't necessary to use the shift or alpha lock keys in the name areas.

Names may be up to 31 characters long and must begin with a letter, but the rest of the characters may be any combination of letters, numbers, the period or the underscore. Illegal characters are ignored and underscores are substituted for blanks embedded in text strings. So if you left column 2 as Paid To, it will actually be Paid\_To in the Name area.

To see the names that have been defined, select the name command and use the direction keys to display each defined name and it's definition in the command fields.

To change the definition of a name after viewing it, use the edit keys to alter the response in the "refer to" field and press enter.

Names may be deleted by making them refer to no area. Example...enter the

name in the "define name" field, tab to the "refer to" field, delete the response and press Enter.

Names are also useful for building formulas but we'll save that for another time.

The last thing I would like you to do at this time is to name the area, R16C4:10, as January and next month, we'll see how we can use this with the External Copy command for another worksheet that we will call Expenses for 1988.

Don't forget to save your worksheet now.

=====  
THIS 'N THAT  
by: Robert E. Barnes  
=====

How many of you have wondered about the difference between copying a file or disk using "bit-map" and "sector" copying with DSKU? You might like to know that Bit-map will copy faster since it only copies those sectors with files on them. Sector copy will copy the entire disk sector by sector without regard to the location of the files on them thus is a little slower.

If you should accidently delete a file from your disk, don't panic. Just get into the Recover File mode of DSKU, type in the filename and press enter. If you have not saved anything to the disk your deleted file will be recovered, written back to sector 0 where the filenames are saved and you can then proceed as if nothing happened.

+++++

For you NX-1000 printer owners needing to order a replacement eprom chip to

enable the NX-1000 to be compatible with your TI, you can call Star Micronics at 1-800-537-8270 to order it. Tell them you need version 1.5 LPTI.

+++++

WARNING....

This machine is subject to breakdowns during periods of critical need.

A special circuit in the machine called a 'critical detector' senses the operator's emotional state in terms of how desperate he or she is to use the machine. The 'critical detector' then creates a malfunction proportionally to the desperation of the operator. Threatening the machine with violence only aggravates the situation. Likewise, attempts to use another machine may cause it to also malfunction. They belong to the same union. Keep cool and say nice things to the machine. Nothing else seems to work.

+++++

FAILING TO PLAN IS LIKE PLANNING TO FAIL.

+++++

Don Borden typed a little program (MENU\_READ) and uploaded it to TI-Heaven BBS. I won't tell you why he did it in program format instead of text (D/V80) format, you will havta ask him. Little did he know that he was also writing bit of information for the newsletter. Lets hope he continues to come up with suggestions like this and on other subjects. Thanks Don....

MORE ON CALL TD FOR J.J.'s MENU  
by: Don "BACKCHIPS" BORDEN

Author of: "How to De-solder with Anonymity and other lesser known works"

In addition to Bob Barnes' and Bob Lanouette's updates on MENU, try this!

I have a total of 1656K installed on my RAMDISK. I have 720K on RAM5 (Primary). Then, I've partitioned the remainder of my 936K as RAM6-720K RAM7-216K. In addition to "toggling" with CALL TD, I've found that if you access a program with with the diskname, ie DSK.RAM6.P\_name or DSK.RAM7.P\_name you not only access your partitioned drives as asked for, but you also toggle to the drive accessed, and this drive will be the one on your disk directory!

If you've a program on RAM7 called HAPPY\_TI, you may install it on your MENU as DSK.RAM7.HAPPY\_TI. Then even if you're toggled to RAM6, MENU will boot up the program called and toggle you to RAM7. As long as you set-up your MENU Options to ask for a disk name, you really never have to toggle in to run a program!

Try this out, folks! Maybe we can do better at this! Please add to this MENU\_READ update at any time.

+++++

Downloaded the following message from Don Borden regarding the 14.3 mh crystal that Gary Sweers told us about at the last meeting. I think you will agree the crystal provides some interesting statics for the TI.

Topic: Hardware Mods  
To : SYSOP  
From : DON BORDEN  
Title: TURBO TI!

Hi, Gary -- Just put 14.3 mh crystal

in and ran a very short print program of 1000 lines. With the 12 mh crystal it took 118 seconds and with the 14.3 mh crystal it took 99 seconds, an increase of 16 per cent! TURBO TI>>>> Thanks for TURBO -"Backchips"

THATS ALL FOLKS!

DEADLINE FOR NEWSLETTER CONTRIBUTIONS The deadline for contributions to the newsletter is the 3rd Wednesday of each month. That's the day after each month's SIG meeting. You can bring your contribution to the meeting on a disk, or you can leave it on TI HEAVEN and leave a message for me.

MORE THIS 'N THAT by: Robert E. Barnes

From S.F.T.I Users Group by Herbert Schlesinger

FINDING THE START WORD

When the name of an E/A program is not known, one way to find the START word is as follows:

Using the E/A environment, load the program into memory. Go back to the TI color bar screen and enter E/A Basic (this is TI Basic with the E/A module in the group port). Then type in and run the following program:

```
10 FOR I=16128 TO 16383
20 CALL PEEK(I,A)
30 PRINT CHR$(A);
40 NEXT I
```

Among the words, symbols, and garbage you should find the word which will start the E/A program.

From the Chicago Times comes...

TI GOING OUT OF BUSINESS?

New products....

- 1. PRESS by Charles Earl (responsible for TELCO) A word processor called a "clon of IBM's WordPerfect".
2. Asgard will be coming out with two sequels to the great game LEGENDS.
3. MACFLIX allows Geneve and 4A users to use graphics that are created on (and for) the MacIntosh.
4. BATCH-IT (also from Asgard) allows the 4A and the 9640 to make Batch files.
5. TRIAD a combination of a terminal emulator, a disk manager and a 40 col. and a 40 col. text editor. All residing in memory at the same time... ready to access (like a RAM disk). Note: TRIAD will also load E/A5 type programs (Fast Term, Archiver 3.02, Birdwell's Disk Utilities, etc.).

6. HYPER COPY (per Mike Dodd) copies a double-sided 40 track disk in under a minute, make multiple copies of a program (great for Librarians), and you can copy from a RAM disk with HYPER COPY.

Dunno where these came from, but they were gleaned from old newsletters. Thought they might be of some interest to someone.

- 1. If you have the speech synthesizer and the TE II cartridge, here is a trick for debugging programs. All you have to do is enter your program, type LIST "SPEECH" and hit enter. The computer will read your listing back to you.
2. If you want to disable the quit key (FCTN =) type CALL INIT :: CALL LOAD(-31806,16) and then enter. You must have Extended Basic.
3. If you are going to save a program

to tape and type OLD CSI instead of SAVE CSI don't panic, Press FCTN and E together then press <ENTER>. This will take you out of the tape loop.

4. You don't have to enter line numbers in TI BASIC or EXTENDED BASIC. Before you start, enter NUM n(1),n(2) where n(1) is the starting line number and n(2) is the desired increment.

5. In TI Basic you can edit a line with the edit command or with the FCTN key and either the E or X keys. To use edit, Type EDIT n (n=line number). The other way is to enter the line number and press FCTN X or FCTN E. This last method is the only edit method recognized by Extended Basic.

6. You can list programs to the screen in several ways. Try these: LIST, LIST n, LIST n-, LIST n-n.

7. If you want or need to renumber the lines in a program, either to make it neater or make room for new lines, youdon't have to renumber them individually. Just enter the command RES n,n for resequence (starting number, interval between lines), i.e. RES 100,100 or RES 10,5 etc.

8. When entering a listing in Extended Basic and several lines are very similar, you can save time by typing in the first line and hitting enter. Then press FCTN 8 (REDO). Change the line number and make the changes to the line as needed and hit enter.

9. Have you ever pressed ERASE by mistake and lost the whole line? Don't panic and DON'T hit enter. Instead press FCTN ? and enter, your line will still be intact.

10. In Extended Basic you can type in RUN CSI. Follow the instructions on the screen. It will load the program and then run it automatically.

More next month if I don't forget.....

IMPORTANT ANNOUNCEMENT

There have been changes in the July meeting dates and the August meeting locations.

In July, the regular meeting on the first Tuesday falls on the 4th of July. Thus, this meeting will be held on the 3rd Tuesday in place of the SIG meeting for this month (July 18th).

The school will be closed during the month of August, therefore we will be holding our regular scheduled meetings at another location that month.

August 1st and August 15th meetings will be held at Bealls Outlet Mall on Buffalo Avenue in Tampa. The meeting will be in the Community Room on the 3rd Aisle (Purple Aisle) from 6:30 to 9:00 P.M.

Please mark your calendars with these important date and location changes. We should get back on normal schedules in September.

WORKSHOP

by: Robert E. Barnes

Remember those 14.3 mh crystals mentioned in Don Bordens BBS message? Well, with a little pleading,

threatening, arm twisting etc. arrangements have been made for Paul Wiese, Gary Sweers, and Don to hold a workshop at the June SIG meeting to install the crystals in your console for a small nominal donation to the club (probably about \$5.00). They will supply the needed switch, wire, and labor so you can walk away with a TURBO-TI. If you are a technoklutz like me, you will want to take advantage of this workshop and help your club treasury at the same time. So bring your console and crystal to the SIG meeting. I have not cleared this with Gary, but he might have some crystals left if you did not get one at the meeting check with him if interesting.

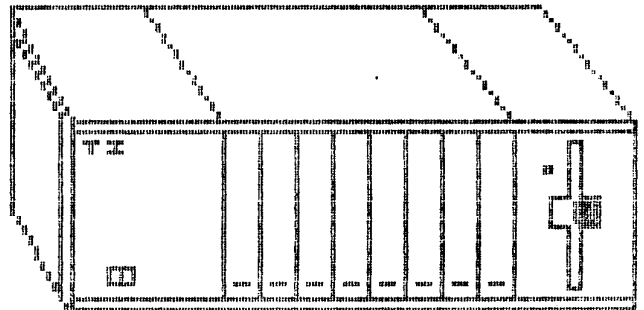
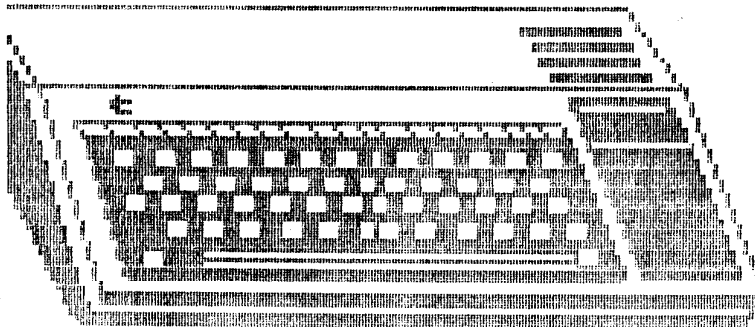
# FLEA MARKET

AT OUR NEXT MEETING!  
SO BRING ALL OF YOUR

"ODDS & ENDS"

DISK

GAME CARTS



SOFTWARE

TIPS FROM THE TIGERCUB

052

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TIGERCUB SOFTWARE  
156 Collingwood Ave.  
Columbus, OH 43213

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Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PP&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette.

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of those contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION GAMES, REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCAB-

ULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

NUTS & BOLTS DISKS

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

TIPS FROM THE TIGERCUB

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

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

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

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

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

This one should come in handy for bowling league captains and Little League coaches.

```
100 DIM M(29,29),T$(30)
110 GOTO 130
120 N;Q;J;I;X;P;S;K
130 !@P-
140 DISPLAY AT(3,7)ERASE ALL
:"LEAGUE SCHEDULER":;:"by the
Burwells adapt
ed by Tigercub"
150 DISPLAY AT(8,1):" This p
rogram sets up a "schedule
for up to 30 teams "so that
each plays each "other onc
e and only once."
160 DISPLAY AT(12,1):" If an
odd number of teams "are s
cheduled, each gets one ":"by
e."
170 DISPLAY AT(16,1):"Number
of teams?" : ACCEPT AT(16,
18)VALIDATE(DIGIT):N : IF N
>30 THEN DISPLAY AT(18,1):"L
IMIT OF 30!" : GOTO 170
180 DISPLAY AT(18,1)ERASE AL
L:"Schedule teams by name? Y
" : ACCEPT AT(18,25)SIZE(-1
)VALIDATE("YN"):Q : IF Q#
"N" THEN 200
190 FOR J=1 TO N : DISPLAY
AT(20,1):"Team no. ";J;"name?
" : ACCEPT AT(22,1):T$(J) :
NEXT J : GOTO 210
200 FOR J=1 TO N : T$(J)="T
eam No. "&STR$(J) : NEXT J
210 IF N/2<>INT(N/2)THEN N=N
+1 : T$(N)="bye"
220 DISPLAY AT(23,1):"Schedu
le by day, week, month ":"or
what?" : ACCEPT AT(24,10):S
$ : FOR J=1 TO N-1 : M(I,J
)=J+1
230 NEXT J : FOR J=1 TO N-1
STEP 2 : GOSUB 260
240 NEXT J : FOR J=2 TO N-2
STEP 2 : GOSUB 330
250 NEXT J : GOSUB 390 : S
TOP
260 FOR I=1 TO N-2 : IF M(I
,J)=N THEN 280
```

```
270 M(I+1,J)=M(I,J)+1 : GOT
O 290
280 M(I+1,J)=M(I,J) : GOTO 3
00
290 NEXT I
300 X=I+1 : FOR I=X TO N-2
: M(I+1,J)=M(I,J)-1
310 NEXT I
320 RETURN
330 FOR I=1 TO N-2 : IF M(I
,J)=2 THEN 350
340 M(I+1,J)=M(I,J)-1 : GOT
O 360
350 M(I+1,J)=M(I,J) : GOTO 3
70
360 NEXT I
370 X=I+1 : FOR I=X TO N-2
: M(I+1,J)=M(I,J)+1
380 NEXT I : RETURN
390 DISPLAY AT(12,1)ERASE AL
L:"Output to - 2":;:" (1) Sc
reen ":" (2) Printer" : ACCE
PT AT(12,13)SIZE(-1)VALIDATE
("12"):K : IF K=1 THEN 440
400 DISPLAY AT(18,1):"Printe
r? P/O" : ACCEPT AT(18,10)S
IZE(-18):P$ : OPEN #1:P$ :
PRINT #1:"LEAGUE SCHEDULE":
: : FOR I=1 TO N-1 : PRIN
T #1:S$( " ";I : PRINT #1:T
$(1):" vs ";T$(M(I,1))
410 FOR J=2 TO N-2 STEP 2 :
PRINT #1:T$(M(I,J))" vs ";
T$(M(I,J+1))
420 NEXT J : PRINT #1:" :
430 NEXT I : RETURN
440 FOR I=1 TO N-1 : PRINT
TAB(7);"LEAGUE SCHEDULE" :
: PRINT "WEEK #";I : : PR
INT T$(1);" vs ";T$(M(I,1))
: FOR J=2 TO N-2 STEP 2 : P
RINT T$(M(I,J))" vs ";T$(M
(I,J+1))
450 NEXT J : PRINT "" : :
PRINT "PRESS ANY KEY FOR NE
XT WEEK"
460 CALL KEY(0,K,S) : IF S=0
THEN 460
470 CALL CLEAR
480 NEXT I : RETURN : END
```

Some folks seem to think that the subprograms on my Nuts & Bolts disks are just flashy screen displays. Not so! This one will be on the next diskfull, if I ever get it full, which is most unlikely. ACCEPT AT with a negative



size is useful to accept a default string from the screen, but the length of the string is limited to 28 characters; and if you want something other than the default, you must be sure to delete any extra characters. CALL DEFAULT(R,C,M0,R0), where R and C are the row and column to accept at, M0 is the default string which can be up to 254 characters long, and R0 is the string accepted, will display the default string, accept it if Enter is pressed, or accept any other string without having to blank out the extra characters. Just don't type too fast!

```
100 M0="TESTING" :: CALL CLEAR
110 CALL DEFAULT(12,1,M0,R0)
:: DISPLAY AT(24,1):R0 :: GOTO 110
10000 SUB DEFAULT(R,C,M0,R0)
:: R0="" :: X=ASC(M0)
10001 DISPLAY AT(R,C):M0
10002 CALL HCHAR(R,C+2,ASC(8-EG0(M0,1,1))):: CALL HCHAR(R,C+2,30)
10003 CALL KEY(O,K,B):: IF B=0 THEN 10002 ELSE IF K=13 THEN R0=M0 :: SUBEXIT ELSE DISPLAY AT(R,C):CHR0(K):: ACCEPT AT(R,C+1):R0 :: R0=CHR0(K)&R0
10004 SUBEND
```

CALL DEFAULT(R,C,N,RN), with N as the default value and RN as the value accepted, will do the same for numeric input, and will reject any non-numeric input. Errors due to fast typing can be prevented by omitting the DISPLAY AT(R,C):CHR0(K) in line 1002.

```
100 N=176453.897 :: CALL CLEAR
110 CALL DEFAULTN(12,1,N,RN)
:: DISPLAY AT(24,1):RN :: GOTO 9999
10000 SUB DEFAULTN(R,C,N,RN)
:: DISPLAY AT(R,C):N :: M0=8EG0(STR0(N),1,1)
```

```
10001 CALL HCHAR(R,C+2,ASC(N0)):: CALL HCHAR(R,C+2,30)
10002 CALL KEY(O,K,B):: IF B=0 THEN 10001 ELSE IF K=13 THEN RN=N :: SUBEXIT ELSE DISPLAY AT(R,C):CHR0(K):: ACCEPT AT(R,C+1):R0 :: R0=CHR0(K)&R0
10003 ON ERROR 10004 :: RN=VAL(R0):: GOTO 10005
10004 CALL SOUND(200,110,5,-4,5):: DISPLAY AT(R,C):N :: ON ERROR STOP :: RETURN 10002
10005 SUBEND
```

Ed Machonis discovered an easy way to count the words in a TI-Writer file, using TI-Writer itself. Just put in a line before line 0001, with .LM 0:RM 1:FI:PL nnn with nnn being the sector length of the file multiplied by 40. Save it, go into the Formatter and print it to disk under a different filename. Return to Editor, load the resulting file, page through it with FCTN 4 counting any blank lines, subtract the number of blanks from the last line number, and that's it! The Formatter takes about one minute to count 1000 words. If the resulting file is very large, you may have to load it in two sections.

```
100 M0="POB WILL FIND THE FIRST OCCURRENCE OF A SUBSTRING WITHIN A STRING BUT I OFTEN NEED TO FIND THE LAST OCCURRENCE SO I WROTE THIS SUBPROGRAM"
105 INPUT "SUBSTRING?" :L0
110 CALL LAST(M0,L0,P):: IF P=0 THEN PRINT "NOT FOUND" :: GOTO 105 ELSE PRINT BEG0(N0,P,255):: GOTO 105
120 SUB LAST(M0,L0,P):: X=1
130 Y=POB(M0,L0,X):: IF Y=0 THEN P=0 :: SUBEXIT ELSE Z=Y
140 X=Y+1 :: Y=POB(M0,L0,X):: IF Y=0 THEN P=Z :: SUBEXIT ELSE Z=Y :: GOTO 140
150 SUBEND
```

Here's a new way to make music. The algorithm in 110 sets up a 3-octave chromatic scale - note the N(1)=F, I have erroneously omitted it when I previously published that algorithm.

To change the key of the music you have programmed, just change the value of F. Lines 190-220 contain the part of the music that is repeated within the melody. A is the subscript of the melody note, B is the subscript number of the chord. These must be above 13, as the frequency is divided by 2 in the subroutine.

Each beat of the music has a 60SUB, to 230 to play a bass accompaniment with the first note of each bar, to 260 for the other notes of the bar. The chord note is divided by different values to play the three notes of the chord in succession, and multiplied by 3.75 in the 3rd voice to produce a bass note two octaves lower in the -4 noise. The melody note is multiplied by 1.01 in the second voice to give a richer tone.

```
100 DISPLAY AT(12,3)ERASE AL
L:"THE MADRI FAREWELL SONG"
! programmed by
Jim Peterson
110 F=110 :: DIM N(36):: FOR J=1 TO 36 :: N(J)=INT(F*1.059463094^(J-1)):: NEXT J :: N(1)=F :: T=-999
120 60SUB 190 :: A=30 :: B=23 :: 60SUB 230 :: 60SUB 260 :: 60SUB 260 :: A=32 :: B=28 :: 60SUB 230 :: 60SUB 260 :: 60SUB 260 :: A=28
130 60SUB 230 :: 60SUB 260 :: 60SUB 260 :: A=30 :: B=23 :: 60SUB 230 :: 60SUB 260 :: A=28 :: 60SUB 260 :: A=27 :: 60SUB 230 :: 60SUB 260
140 A=28 :: 60SUB 260 :: A=30 :: 60SUB 230 :: 60SUB 260
150 60SUB 260 :: 60SUB 230 :: 60SUB 260 :: 60SUB 260 :: 60SUB 260 :: 60SUB 190
150 A=30 :: B=23 :: 60SUB 230 :: 60SUB 260
```

```
:: A=32 :: B=16 :: 60SUB 230
:: 60SUB 260 :: A=28 :: 60SUB 260
160 A=33 :: B=23 :: 60SUB 230
0 :: 60SUB 260 :: A=32 :: 60SUB 260 :: A=25 :: B=13 :: 60SUB 230 :: 60SUB 260 :: 60SUB 260
170 A=27 :: B=23 :: 60SUB 230
0 :: 60SUB 260 :: 60SUB 260
:: A=28 :: B=16 :: 60SUB 230
:: 60SUB 260 :: 60SUB 260
180 B=28 :: 60SUB 230 :: 60SUB 260 :: 60SUB 260 :: B=16
:: 60SUB 230 :: 60SUB 260 :: GOTO 120
190 A=32 :: B=28 :: 60SUB 230
0 :: 60SUB 260 :: 60SUB 260
:: A=28 :: B=16 :: 60SUB 230
:: 60SUB 260 :: A=30 :: 60SUB 260
200 A=32 :: B=28 :: 60SUB 230
0 :: 60SUB 260 :: 60SUB 260
:: B=16 :: 60SUB 230 :: 60SUB 260
B 260 :: 60SUB 260 :: B=28 :: 60SUB 230 :: 60SUB 260
210 A=30 :: 60SUB 260 :: A=33 :: B=23 :: 60SUB 230 :: 60SUB 260 :: A=27 :: 60SUB 260
:: A=28 :: B=16 :: 60SUB 230
0 :: 60SUB 260 :: 60SUB 260
220 B=28 :: 60SUB 230 :: 60SUB 260
UB 260 :: 60SUB 260 :: B=16
:: 60SUB 230 :: 60SUB 260 :: 60SUB 260 :: RETURN
230 CALL SOUND(T,N(A),5,N(B)/1.585,9,N(B)*3.75,30,-4,9):: 60SUB 290
240 CALL SOUND(T,N(A),5,N(B)/1.334,9,N(B)*3.75,30,-4,9):: 60SUB 290
250 CALL SOUND(T,N(A),5,N(B)/2,9,N(B)*3.75,30,-4,9):: 60SUB 290 :: RETURN
260 CALL SOUND(T,N(A),5,N(A)*1.01,5,N(B)/1.585,9):: 60SUB 290
270 CALL SOUND(T,N(A),5,N(A)*1.01,5,N(B)/1.334,9):: 60SUB 290
280 CALL SOUND(T,N(A),5,N(A)*1.01,5,N(B)/2,9)
290 FOR D=1 TO 20 :: NEXT D
:: RETURN
```

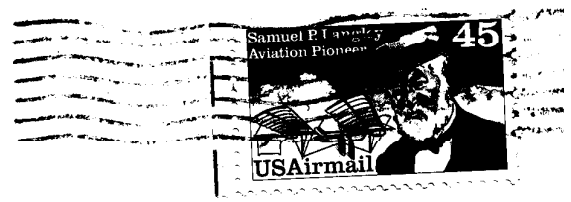
MEMORY FULL.....

Jim Peterson

1989							
JANUARY			FEBRUARY				
S	M	T	S	M	T	F	S
-	-	-	-	-	-	-	-
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	
MARCH			APRIL				
S	M	T	S	M	T	F	S
-	-	-	-	-	-	-	-
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	
MAY			JUNE				
S	M	T	S	M	T	F	S
-	-	-	-	-	-	-	-
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	
JULY			AUGUST				
S	M	T	S	M	T	F	S
-	-	-	-	-	-	-	-
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	
SEPTEMBER			OCTOBER				
S	M	T	S	M	T	F	S
-	-	-	-	-	-	-	-
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	
NOVEMBER			DECEMBER				
S	M	T	S	M	T	F	S
-	-	-	-	-	-	-	-
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	

1st Tues. = Reg. Meeting  
 3rd Tues. = Sig Meeting

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