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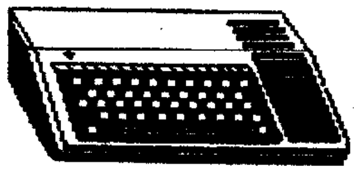

Tico Topics

P.O.BOX 5511
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The newsletter of the Oxnard area TI 99/4A User's Group.
Editor Charles McDonald

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TICO meets the first Wednesday of each month at 7:30pm at the RED BARON RESTAURANT in the Oxnard airport, and all are encouraged to come early and treat yourself to dinner, which allows for our "free" use of their banquet room.
All opinions expressed in this newsletter are the opinion of the author and not necessarily the opinion of the club or this newsletter.
*=

Sitting in this month for Mr. McDonald is your "old" editor Harley Harlingten Any opinions expressed by Mr. Harlingten are his, and may not be the same as the user group.

EVERYTHING IBM will do, but easier. Yeah, you're right, they look like IBM programs, don't they? Doesn't that just make you mad as heck, to think that you spent all that money on an IBM to do the same thing?

My attitude is that "we can do ANYTHING you can do." That's the challenge, to make change-over unnecessary...and we're doing it every day.

A note of sunshine if you will, quoted from the Kawartha 99'ers newsletter of August 88: "Last month, our membership increased by 17%."

From the Winnepeg 99ers: "Our group was once sixty members strong and, thanks to a few die-hards, we are now making a comeback and are going to reissue our newsletter."

From the Sudbury 99ers: "RL sold all of his TI equipment and bought a clone. Six months later, he sold his clone and bought a new TI system.

From the Rochester 99ers: Instead of losing members this summer, we gained four.

That's it. I want doom and gloomers to get out and quit trying to wreck our family. I recognize the fact that many people HAVE to work with clones to keep their jobs, etc., but the majority of them keep their mouths shut about it. IBMs are no fun, they are expensive, and they are boring. I have heard that from the mouths of converts more times than I can count. Because of this, these converts roll into our meetings and try to "save us", when, in reality, they are trying to regain something that they lost, the wonderment, the joy of a new program, the excitment of a new author, and foremost, the ability to stand out in the crowd and proudly state that they are 99ers.

HERE IS ANOTHER ARTICLE, in the same vein, via the CIN-DAY NEWS. jj

WHEN IS IT TIME TO UPGRADE

By Ron Albright
from Topics - LA 99ers

There is a great deal of debate these days about the upgrade path users of the 99/4A computer should take. That is, of course, assuming these users have reached a point in their computer needs that upgrading is necessary. I think that is the key point in the whole issue. Have you come to that juncture? If TI-Writer is all you need for your word processing, and Multiplan, PRbase (or Total Filer), and Fast Term fill your spreadsheet, database, and communication requirements, why upgrade? For those whose computer uses are related to home budget, education, or learning programming, or short correspondences with friends, the 99/4A can, quite probably, still fill all those functions admirably. For all but those with unlimited resources (i.e. "money to burn"), the argument to change computers for the sake of using the "fastest and latest" is fallacious. A home user does not need an 80286 IBM-AT or clone running at 16 MHz. Period! Their need for Lotus 1-2-3 or all the features of Crosstalk XVI is equally questionable. Change for the sake of change is a luxury in which few of us can indulge.

But there are times when one does need to upgrade to new technology, For someone who is using the latest spreadsheets or relational databases at work and needs to be able to carry some of that work home, then it may be time to think about buying a new computer. If one undertakes starting a home business and needs software to manage the books, or a complicated mailing list, or extensive graphics needs, there may be software available that might do these jobs better than what is available for the TI-99/4A. For writers who plan the "Great American Novel", a word processor that can handle several hundred pages, or a thesaurus, or a 100,000 word spelling checker, or an outline program, or indexing software may be essential. The point of all this is a simple one. Before you buy anything, assess your needs. Make a list of what software requirements you need. Then, look around for software to fill those needs. Only at that point should you consider the hardware - a new computer. Find the best software available to fill your requirements, then pick the computer that will run it. Not the other way around.

Let me make one other point here. Look very closely at what is available for the TI before you decide it no longer fills the need. Get a catalog from Triton, Tenex or Tex-Comp. Read MICROpendium (P. O. Box 1343, Round Rock, TX 78680) or Smart Programmer (Bytemaster Computer Services, 171 Mustang St., Sulphur, LA 7063-6724) (Grt. Lakes eds'. note: Smart Programmer is published on a hit and miss basis; mostly miss. jj). and, of course, BBSs, information services such as GEnie or CompuServe, or magazines such as Computer Shopper for advertisements and reviews. Check in with a local user group and find out what they know about software availability. Write JZ or me (and include a self-addressed, stamped envelope) stating your requirements and we will tell you if we know of similar software for the TI. If, after checking all these sources, you are absolutely sure the software is not available for the 99/4A and equally sure that you absolutely need the capability, then (and only then) are you ready to upgrade. The process of making the decision is time-consuming and a lot of work, but that is how it should be.

HARLEY'S TWO CENTS:

Well group, here we go into another month of TI-ing. Because I didn't get any "INPUT" from anybody for this letter, it will be a little short on original articles.

If you missed last months meeting, here is something you missed.

Steve Mehr presented us with a demonstration of a new sound interface system that really makes a beautiful design or designs on the monitor. I have never seen anything like it before and I really hope the creator puts it into the market. I would buy it. It uses stereo input so the designs you see match the mood of the music. It is really hard to describe, but easy to watch.

##

We also had a demonstration of "Beyond Video Chess". Which is actually an enhanced upgrade of the old Video Chess. This one allows you to print the board, and save your place. There are a couple more things it does but you have to try it.

##

In this months letter are a couple of reprints from other newsletters around the country pertaining to what I feel some very timely concerns within the TI community.

To re-activate what J.F.K. might have said today, "Ask not what TIco Topics can do for me, ask what I can do for TIco Topics".

I believe that it is every members duty to help the club when it needs it, and it is everymembers duty to try to expand the clubs membership.

Your club believes in you as a member, you should believe in your club and contribute to it. No comment is too small, no question is unimportant.

I look forward to seeing each and every member at this months meeting.

I extend this invitation to all the members of the Tri Valley Group as well.

ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ

Well,next month your usual editor will be back and I will go back to my dumb old hum drum life. It has been fun these two months. See you at the meeting!!!

HOW TO KILL AN ORGANIZATION

1. Do not attend meetings; if you do, arrive late.
2. Be sure to leave before the meeting is over.
3. Never offer your opinion at a meeting; wait until you get outside.
4. When at meetings, vote to do everything, then go home and do nothing.
5. The next day, find fault with your officers and fellow members.
6. Take no part in your organization's affairs.
7. Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it low no one will notice.
8. Get all the organization can give and give nothing in return.
9. Talk cooperation but never cooperate.
10. Never ask anyone to join the organization.
11. Threaten to resign at every opportunity; especially when things are not going your way.
12. If asked to help, always promise to do so but be busy when called upon.
13. Never read anything pertaining to the organization in case you learn something on your own.
14. Never accept an office; better to criticize than be criticized.
15. If in a moment of weakness you find you have gotten yourself on a committee; apply all of the above rules and let the chairman do all the work.
16. Do not do anything more than you have to, and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone: WHAT'S WRONG WITH THIS GROUP IS THAT IT'S BEING RUN BY A CLIQUE!!!

This article was copied from the Portland Users of Ninety-Nines newsletter, VIA Lehigh 99 10/86 via TICO Topics 1/87.

LET'S TALK RAM DISKS PART IV.

By John F. Willforth

The MYARC RAM DISK is one of the most popular and versatile units on the market. My thanks to Scott Coleman for his input to the preparation of this article. Scott has the 512K version, and this is the model that most of you would probably migrate to in time.

The MEMORY EXPANSION CARD (as MYARC calls it), comes in three sizes, the basic 32K unit, the 128K model, and the 512K RAM DISK. The card is architecturally similar to the 128K card from FOUNDATION, in that it uses 32K RAM space. It has up to 16 banks of 32K, with the entire 32K block being switched at once, verses the 2K bank switching occuring in the HRD.

The MYARC unit is supported between power failures (intentional and normal shut downs) by a 9 VDC supply which is plugged into your AC outlet. This is why the unit is reliable until the AC power to the house drops.

Since the MYARC unit has the basic 32K expansion memory already a part of itself, the 32K card in the PEB, or a similar 32K in the console, in a side car type unit, standalone, or in the speech unit, will have to go.

The MYARC unit will function with MYARC'S XBII to allow basic programs up to 128K in length. This could be a major advantage to someone who wants to write a very large program in basic and up till now been frustrated in the attempt. Remember also that you will have tremendous enhancements at your finger tips with that XBII, which does require the 128K memory, and with this advantage also comes the warning that there are still some bugs in that XBII program, and that if you do decide to use this package, the effort should be for yourself, since there is not an abundance of users with this same set up.

The SPOOLING feature is really a big plus for this RAM DISK. The unit will always have at least 80K of the 512K set aside for the spooler. Scott tells me that this leaves 400K for a RAMDISK (512K - 32K - 80K = 400K). It will decrease in availability, as the size of the spooler increases.

The print spooler is used by replacing the usual device names "PIO" or "RS232" with "SPPIO" and "SPRS232". No connection exists between the two cards involved in the printing process, the RAM DISK and the RS232 card. The MYARC card spools the data to be printed when instructed to do so by either command above, and sends it to the RS232/PIO card on an interrupt driven basis. This means that disk accesses will slow down this spooling process. Note that if your printer is equipted with a small printer buffer internally, you will never notice a pause. In any case the machine will function essentially as if it were used in conjunction with a large print spooler. The CORCOMP RS232 unit is not compatible with the MYARC RAMDISK.

The RAMDISK can supersede any other drive by executing CALL EMDK(n) where "N" is the drive number. CALL EMDK(0) will disable disk emulation. The RAM DISK can always be accessed through device name "RD"

Other calls include CALL RDDIR, to list the RAM DISK directory, CALL PART (400,80) or CALL PART (0,480) as ex. to partition memory between the RAM DISK and the print spooler, where the numbers represent thousands (K) bytes. CALL VOL ("name") to rename the volume as well as other useful calls.

I would like to be able to tell you all the software that will run on this card as well as any other hardware it will not cooperate with, but in trying to keep these articles to one page and cover the essentials, I've decided to stop here before I have the opportunity to give you too much incorrect info.

The MYARC RAM DISK has been very well received by the T.I. community, and you can't go wrong in getting one. The intent in these articles is to give you an overall view of the various units, so you may be a little better informed when you do buy.

Next month I'll try to cover the CORCOMP "MEMORY PLUS". That is if one of the people using one can give me some feed-back on the unit.

Until next month, keep the TIme.

TIPS FROM THE TIGERCUB

#47

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TIGERCUB SOFTWARE
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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 deductable from your first order.

Tigercub Full Disk Collections, reduced to $5 postpaid. Each of these 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!
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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.

```
*****************************
*        NOW 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.

If you bought my C11 disk, Kid's Games, please check line 100 of the Butterfly and Flowers program and, if necessary, change it to -
1000 CALL CLEAR :: CALL SCREEN(4).
If you bought my C12 disk, More Games, and have trouble loading Lost Plane and Andromedan Invasion, please go to line 1000 of the LOAD program and change $TC-18$ to $TC-18 and $TC-23$ to $TC-23. Or, return the disks to me and I will fix them.

Thanks to Ollie Hebert for this fix to the Gordian Knot in Tips #36. This will keep it from running off the edge and crashing in the automatic mode.

```
270 GOSUB 480 :: R=R-24*(R<1
)+24*(R>24):: C=C-28*(C<3)+2
8*(C>30):: CH=128-(D=1)-(D=3
):: CALL GCHAR(R,C,G):: IF G
<>32 THEN IF INT(2*RND+1)<>1
 THEN CH=G
```

The trouble with me is that, before I finish one program I've thought of another that I want to try writing - and so I don't take time time to test completed programs as well as I should. The Decompactor in Tips #35 was one that should have been tested more thoroughly. I think this version will work. It will break an XBasic program into single-statement lines to make it easier to modify. Then, John Dow's Compactor or a similar program will put it back together.

```
100 !DECOMPACTER V.1.1 by Ji
m Peterson fixed 12/87
110 DISPLAY AT(3,1)ERASE ALL
:"TIGERCUB DECOMPACTER V.1.1
": :" Program must first be
-": :"RESequenced to greater
 in-":"crements than the num
ber"
120 DISPLAY AT(9,1):"of stat
ements in any one":"line.":
:"SAVEd by":" SAVE DSK(file
name),MERGE"
130 DISPLAY AT(16,1):"INPUT
FILENAME?":"DSK" :: ACCEPT A
T(17,4):IF$
140 DISPLAY AT(16,1)ERASE AL
L:"OUTPUT FILENAME?":"DSK" :
: ACCEPT AT(17,4):OF$
150 OPEN #1:"DSK"&IF$,INPUT
,VARIABLE 163 :: OPEN #2:"DS
K"&OF$,OUTPUT,VARIABLE 163
160 LINPUT #1:M$ :: LN=ASC(S
EG$(M$,1,1))*256+ASC(SEG$(M$
,2,1)):: IF LN>LN2 THEN 180
170 DISPLAY AT(12,1)ERASE AL
L BEEP:"ERROR! RESEQUENCE PR
OGRAM TO":"GREATER INCREMENT
S AND TRY":"AGAIN." :: CLOSE
 #1 :: CLOSE #2 :: STOP
180 LN2=LN
190 P=POS(M$,CHR$(130),3)::
IF P=0 THEN PRINT #2:M$ :: G
OTO 260
200 A$=SEG$(M$,1,P-1):: R=PO
S(A$,CHR$(132),3):: S=POS(A$
,CHR$(201),3)
210 IF R=0 THEN PRINT #2:A$&
CHR$(0):: GOTO 250
220 IF S=0 AND R<>0 THEN PRI
NT #2:M$ :: GOTO 260
230 IF S<>0 THEN IF S-R<3 TH
EN PRINT #2:A$&CHR$(0):: GOT
O 250
240 PRINT #2:M$ :: GOTO 260
250 LN=LN+1 :: LN2=LN :: GOS
UB 270 :: M$=LN$&SEG$(M$,P+1
,255):: GOTO 190
260 IF EOF(1)<>1 THEN 160 EL
SE CLOSE #1 :: CLOSE #2 :: D
ISPLAY AT(12,1)ERASE ALL:"En
ter NEW": :"Then Enter":" M
ERGE DSK"&OF$ :: END
270 LN$=CHR$(INT(LN/256))&CH
R$(LN-256*INT(LN/256)):: RET
URN
```

If you have my BXB routine from Tips #40 (corrected in Tips #42) or from my TIPS disk Vol. 4 or NUTS & BOLTS #3, or Genial Traveller Vol. 1 No. 6, here is a neat improvement that Barry Traver

thought of. Key this in, run it to create a merge file on a disk. Then clear memory with NEW, merge in BXB, then MERGE DSK1.LINEZERO, and now save BXB again in merge format and it will CALL itself from line zero (and do something else that I'm not going to tell you about!

```
100 OPEN #1:"DSK1.LINEZERO",
VARIABLE 163,OUTPUT
110 M$=CHR$(0)&CHR$(0)&CHR$(
157)&CHR$(200)&CHR$(3)&"BXB"
&CHR$(130)&CHR$(157)&CHR$(20
0)&CHR$(4)&"CHAR"&CHR$(183)&
CHR$(200)&CHR$(2)&"30"
120 M$=M$&CHR$(179)&CHR$(199
)&CHR$(16)&"81C37EA59199663C
"&CHR$(182)&CHR$(0):: PRINT
#1:M$ :: PRINT #1:CHR$(255)&
CHR$(255)
```

And if you have merged in BXB, the edge character (ASCII 31) can be reidentified and colored (set 0) to give the screen an ornamental border.

```
100 CALL CHAR(31,"0"):: CALL
 CLEAR :: FOR J=1 TO 24 :: P
RINT :: NEXT J :: CALL CHAR(
31,"1824429999422418"):: CAL
L COLOR(0,5,16)
```

Here is an improved version of the CATWRITER program to create the Tigercub QUICKLOADER, which is intended for disks of programs which you have filled and do not plan to change. It will read the directory, display each filename, and ask you for the complete program name of each one. Then it prepares a program which displays one or more menu screens of complete program names, and auto-loads whichever one you select.

First, key in this part and save it to disk by SAVE DSK1.CAT1,MERGE. If you want, you can change the screen and character colors in line 10. Don't change the line numbers!

```
10 CALL CLEAR :: DIM M$(127)
:: CALL SCREEN(5):: FOR S=0
TO 14 :: CALL COLOR(S,16,1):
: NEXT S :: CALL PEEK(8198,A
):: IF A<>170 THEN CALL INIT
11 REM  (leave this in!)
12 ON WARNING NEXT :: GOSUB
21
13 X=X+1 :: READ M$(X):: IF
M$(X)<>"END" THEN 13
14 R=3 :: FOR J=1 TO X-1 ::
READ X$ :: DISPLAY AT(R,1):S
TR$(J);TAB(4);X$ :: R=R+1 ::
 IF R<23 THEN 17
15 DISPLAY AT(24,1):"Choice?
 or 0 to continue 0" :: ACCE
PT AT(24,26)VALIDATE(DIGIT)S
IZE(-3):N :: IF N>X-1 THEN 1
5
16 IF N<>0 THEN 19 :: R=3
17 NEXT J
18 DISPLAY AT(24,1):"Choice?
" :: ACCEPT AT(24,9)VALIDATE
(DIGIT):N :: IF N=0 OR N>X-1
 THEN 18
19 CALL CHARSET :: CALL CLEA
R :: CALL SCREEN(8):: CALL P
EEK(-31952,A,B):: CALL PEEK(
A*256+B-65534,A,B):: C=A*256
+B-65534 :: A$="DSK1."&M$(N)
:: CALL LOAD(C,LEN(A$))
20 FOR J=1 TO LEN(A$):: CALL
 LOAD(C+J,ASC(SEG$(A$,J,1)))
:: NEXT J :: CALL LOAD(C+J,0
):: GOTO 10000
21 CALL LOAD(8196,63,248)
22 CALL LOAD(16376,67,85,82,
83,79,82,48,8)
23 CALL LOAD(12288,129,195,1
26,165,129,153,102,60)
24 CALL LOAD(12296,2,0,3,240
,2,1,48,0,2,2,0,8,4,32,32,36
,4,91)
25 CALL LINK("CURSOR"):: RET
URN
10000 RUN "DSK1.1234567890"
```

Next, key in this little routine and run it to create a file called CAT2.

```
100 OPEN #1:"DSK1.CAT1",VARI
ABLE 163,INPUT
110 OPEN #2:"DSK1.CAT2",VARI
ABLE 163,OUTPUT
120 FOR J=10 TO 26 :: LINPUT
 #1:M$ :: PRINT #2:CHR$(0)&C
HR$(J)&CHR$(156)&CHR$(253)&C
HR$(200)&CHR$(1)&"2"&CHR$(18
```

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```
1)&CHR$(199)&CHR$(LEN(M$))&M
$&CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)&CHR$(
255):: CLOSE #1 :: CLOSE #2
```

Finally, key in CATMATRIX. Leave the line numbers as they are, we need that space after line 9.
Then MERGE in DSK1.CAT2 to combine the two, and SAVE.

```
1 CALL CLEAR :: CALL TITLE(1
6,"CATWRITER"):: CALL CHAR(1
24,"3C4299A1A199423C"):: DIS
PLAY AT(2,10):"Version 1.3":
:TAB(8);"! Tigercub Softwar
e"
2 DISPLAY AT(15,1):"For free
":"distribution":"but no pri
ce or":"copying fee":"to be
charged." :: FOR D=1 TO 500
:: NEXT D :: CALL DELSPRITE(
ALL)
3 DISPLAY AT(2,3)ERASE ALL:"
TIGERCUB CATWRITER V.1.3":::
" Will read a disk directory
,":"request an actual progra
m":"name for each program-ty
pe"
4 DISPLAY AT(7,1):"filename,
 and create a merg-":"able Q
uickloader which dis-":"play
s full program names and":"r
uns a selected program."
5 DISPLAY AT(12,1):" Place d
isk to be cataloged":"in dri
ve 1 and press any key" :: C
ALL KEY(0,K,S):: IF S=0 THEN
 5
9 OPEN #2:"DSK1.CATMERGE",VA
RIABLE 163,OUTPUT
100 OPEN #1:"DSK1.",INPUT ,R
ELATIVE,INTERNAL :: INPUT #1
:N$,A,J,K :: LN=1000 :: FN=1
100
110 DISPLAY AT(12,1):"Disk n
ame?":::N$ :: ACCEPT AT(14,1
)SIZE(-28):N$ :: LX$=STR$(14
-LEN(N$)/2):: LXLEN=LEN(LX$)
120 PR$=CHR$(0)&CHR$(11)&CHR
$(162)&CHR$(240)&CHR$(183)&C
HR$(200)&CHR$(1)&"1"&CHR$(17
9)&CHR$(200)&CHR$(LXLEN)&LX$
130 PR$=PR$&CHR$(182)&CHR$(1
81)&CHR$(199)&CHR$(LEN(N$))&
N$&CHR$(0):: PRINT #2:PR$
140 X=X+1 :: INPUT #1:P$,A,J
,B :: IF LEN(P$)=0 THEN 180
:: IF ABS(A)=5 OR ABS(A)=4 A
ND B=254 THEN 150 ELSE X=X-1
 :: GOTO 140
150 DISPLAY AT(12,1):P$;"
 PROGRAM NAME?" :: ACCEPT AT
(14,1)SIZE(25):F$
160 PRINT #2:CHR$(INT(FN/256
))&CHR$(FN-256*INT(FN/256))&
CHR$(147)&CHR$(200)&CHR$(LEN
(F$))&F$&CHR$(0):: FN=FN+1
170 M$=M$&CHR$(200)&CHR$(LEN
(P$))&P$&CHR$(179):: IF X<11
 THEN 140
180 IF M$="" THEN 200
190 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&SEG$(M$,1,LEN(M$)-
1)&CHR$(0):: LN=LN+1 :: M$="
" :: X=0 :: IF LEN(P$)<>0 TH
EN 140
200 PRINT #2:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&CHR$(200)&CHR$(3)&
"END"&CHR$(0)
210 PRINT #2:CHR$(255)&CHR$(
255):: CLOSE #1 :: CLOSE #2
220 DISPLAY AT(8,1)ERASE ALL
:"Enter -":::"  NEW":::"  ME
RGE DSK1.CATMERGE":::"  DELE
TE ""DSK1.CATMERGE""":::"  S
AVE DSK1.LOAD"
230 SUB TITLE(S,T$)
240 CALL SCREEN(S):: L=LEN(T
$):: CALL MAGNIFY(2)
250 FOR J=1 TO L :: CALL SPR
ITE(#J,ASC(SEG$(T$,J,1)),J+1
-(J+1=S)+(J+1=S+13)+(J>14)*1
3,J*(170/L),10+J*(200/L)):::
NEXT J
260 SUBEND
```

Mike Stanfill and Ed Machonis and others have been publishing some neat little single-screen "tiny-gram" programs, so here is my contribution. It's a one-screen one-liner!

```
1 RANDOMIZE :: PRINT : : : :
 : :: A=INT(RND*7):: B=INT(R
ND*9+1):: FOR X=1 TO 5 :: Y=
A*X^2-B*X+B :: PRINT Y;:: NE
XT X :: Y=A*X^2-B*X+B :: PRI
NT : : :: INPUT "GUESS NEXT
NUMBER":N :: IF N=Y THEN PRI
NT :"RIGHT" :: GOTO 1 ELSE P
RINT :"CORRECT IS":Y :: GOTO
 1
```

MEMORY FULL! - Jim Peterson