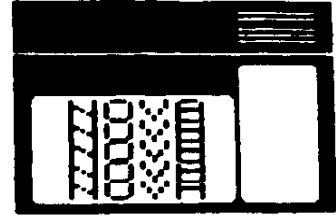# N.O.V.A.

(P.O. Box 508 - Vancouver, Wa. 98666)

NINETY-NINERS OF THE VANCOUVER AREA

VANEWS#54   January   1988

Next Meeting :

    Wednesday, JAN 27th (last Wed. of month) 7:00PM for a 7:30 start.
District 5 Fire Station...213 N.E. 120th Ave. Just off MIll Plain. East from
205.

Next Workshop :

    Sunday, JAN 31st 1988
    District 5 Fire Station also.........10:00 AM

S.I.G. :

    NEW'' Special Interest Group. Bob Chase will conduct this new meeting on
Basic. This is open to all members. Meetings will be held the second Monday of
each month. beginning in February. Place will be at Bob Chase's home, 421 N.W.
69th St., call any officer for details. Time will be 7:00pm.

>>>>>>>>> Order your library porgrams for delivery to the meetings! <<<<<<<<<<

The Officers of NOVA:		Area Code 206-
Dan Lisson	Preident	693 7575
Louise Harbert	Vice President	256 7923
Lila Simmons	Treasurer	696 3957
Doug Campbell	Secretary	694 2670
Committees:		
Iver Godtlibsen	Librarian	254 3324
Doug Campbell	Library	694 2670
Jack Givens	Library	573 2404
Maria Adler	Editor	695 9932
Bob Chase	Editor Advisor	695 7002
Dee Williams & Lila Simmons	Publicity	

The officers and committee members wilcome your questions and will do their
best to answer them or get someone who can help. Please feel free to call.
Early evening is problaly the best time as most of these people work during the
day.
    ****

```
♥ ♥ ♥ ♥  BE MY VALENTINE  ♥ ♥ ♥ ♥        ♪ ♪ ♪ ♪   HAPPY BIRTHDAY  ♪ ♪ ♪ ♪
♥ To:       ROMEO            ♥           ♪ To:      ALLISON          ♪
♥     WITH  ♥ LOVE ♥ FROM    ♥           ♪    WITH  ♥ LOVE ♥ FROM    ♪
♥            JULIET          ♥           ♪         MOM AND DAD       ♪
♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥           ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪ ♪
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NOVA NOTES

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Notes from December meeting:

The meeting was called to order by club president Dan Lisson at 7:30 on 12/28/87. Past meeting minutes where read and approved as read. The Treasurers report as follows:

Previous Current Balance:	$305.20
Library income plus membership :	$ 23.70
Current Balance:	$328.90

Correspondences read by the president: letter from "Corcomp", Items For Sale from Jim Luque, Also from Creative filling Systems for constructive input for modifications to there current program.

Old business: There is still a need to pay for the Archive utility program that our library is currently using. The Club Secretary and Treasurer are to take care of this oversight.

A thank you letter is still in need of being sent to the Tacoma 99 er's Club for there excellent response to the super-cartridge order by club members. This is to be taken care of by the the club secretary.

Work shop: This work shop will deal with the use of printer codes in "TI WRITER" and "MULTI PLAN" for printer instructions. Also being covered is the use of the super cartridge.

New business: It was put before the club and voted on as to the January work shop for the 31st being changed because of the "Super Bowl" competition. There where only two votes for moving the date to avoid the conflict of a football game. The work shop will be on January the 31st.
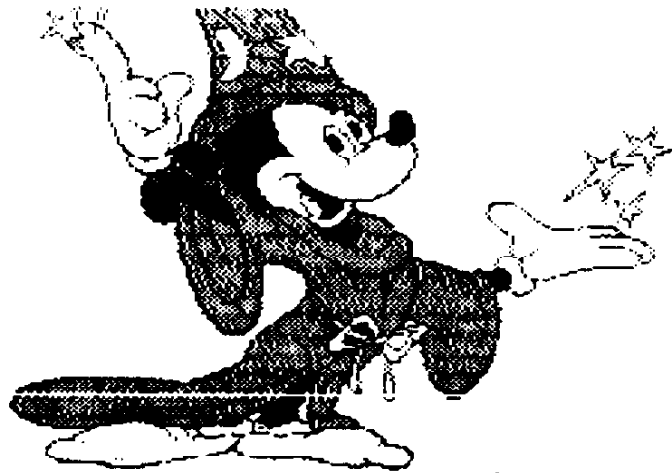
Library report: The library report was given and followed with the selling of disk of the month.

The plenary session ended at 7:54 with an evening program being a demonstration of the Geneve 9640 by Lynn.

This plenary session was taped for Cowlitz view Cable for future programming on there cable network.

Respectfully submitted

Douglas R. Campbell

Print Wizard

Barb Berg, master programmer of "Trio+ Software," has created a new first class, easy to use graphic print program for your TI-99/4A (or Geneve)---"PRINT WIZARD." This package contains 4 main programs: GREETING CARD PRODUCTION, SIGN PRODUCTION, BANNERS, and LETTERHEAD DESIGN. Also included are a border template to make your own borders (11 super ready made borders are provided), 26 ready to run Instances, 6 Font styles, and TI-Artist Font and Instance conversion programs.

Unlike some more expensive programs, PRINT WIZARD is well documented and easily understood. It takes advantage of already established ARTIST Fonts and Instances. PRINT WIZARD contains a conversion program that converts them to its recognizable format.

All 4 programs operate the same, by using the arrow keys to indicate what you wish to accomplish. It is written in Extended Basic, but contains assembly language routines. Disk drive and 32K are required.

My favorite item is the card production (last month's club Christmas Card was made using PRINT WIZARD). Once you've decided what border, font, inside and outside message you want, the rest is automatic! Depending on the size of Instance you are working with, you also have the option of printing Instances in 4 sizes, upright, inverted, sideways-right, sideways-left, normal, in mirror form, and in different locations of your card. You can print several cards by merely placing the arrow on "print" and hitting the enter key each time a card is completed. You are always returned to the main function menu, allowing you to print again, add or delete data - all without losing your basic "info."

To make 81/2" X 11" signs, you have the option of using graphics and text. It appears you are limited to only 6 lines of text, however.

For the banner program, you can place a graphic before, after (or both) text. Your text may be one line up to 55 characters in length. A choice of size is also available. No, you can't use the border function here.

The letterhead routine allows you to use 2 art files and 2 fonts. Either or both art files may be positioned at the top of the page, and the bottom.

If you ever have an occasion to do any of the things PRINT WIZARD has to offer, this package is definitely for you! The cost is $25.00 - well worth it! The people at Trio+ are sincerely concerned about their customers. They are but a phone call away to help with any questions or suggestions. I highly recommend them, and PRINT WIZARD. Their address is: BOX 115, LISCOMB, IA 50148.

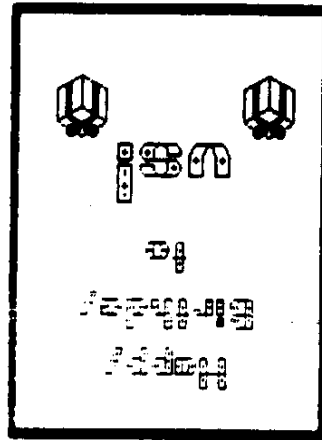Tell them you heard about PRINT WIZARD from NOVA. HAPPY TI-ING! JIM LUQUE
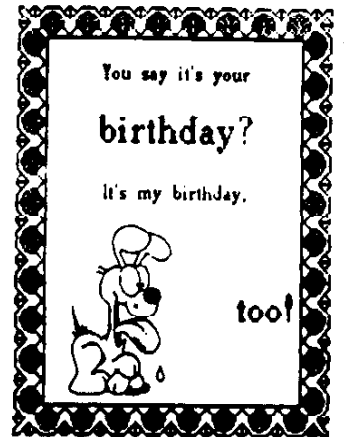
**Print
Wizard
More power
to YOU!**

You can make

SIGNS

with

**Print
Wizard**

Attractive Letterheads

And BANNERS, too!

You say it's your

birthday?

It's my birthday.

too!

by Jim Peterson

The hardest part of learning to program is not in learning what the various commands do - it is in learning how to put them together to do what you want them to do!

Key in these mini-programs and run them to see what they do. Then read the explanation of each line and see how it does what it does.

The first program is one in which the computer uses logic to play a game against you. This one also demonstrates the use of DATA.

Line 100 clears the screen, turns it white, displays the title and instructions. Note that several lines of screen text can be programmed in one DISPLAY statement, separated by the colon print separators. The last character of the line must not extend beyond the quotation mark above, if it is to fit on one line of the screen.

Line 140 calls a subprogram which we will describe later, and line 150 holds the text on the screen until any key is pressed.

Line 170 DATA contains values to used by the computer in playing the game, 180 contains the frequencies to play a salute if you win, and 190 has the frequencies to mourn your losses.

In line 210, P is the number which was picked by the other player, which has been made invisible and cannot be picked. C is the cumulative count of numbers picked. These would be 0 by default for the first game but must be reset here because program execution returns here to start a new game.

The screen is cleared again, the sprites are set to magnification 2 (single character double-sized), and the J loop places 5 sprites numbered 1 - 5 on the screen, colored dark blue (5), with ASCII codes 49 to 53 (1 to 5), the first at dot-row 10 and spaced 30 dotrows apart.

Line 220 uses the subprogram for a display, accepts input validated for a single character Y or M, then displays a blank to erase the line.

In line 230, if the computer is to go first it automatically picks 4, changes sprite #4 to color 1 (invisible), sets P (number chosen) and C (cumulative count) to 4, and displays count.

Otherwise, execution falls through to the next line where the player's input is requested and accepted, validated as between and 1 and 5, and rejected if the same as the previous pick.

In line 250, if P is not 0 (i.e., if it is not the first move of the game), the sprite of the number picked by the computer is restored to the dark blue color. The sprite of the number picked is made invisible, its value assigned to P, and the count is incremented and displayed. If the player has reached 37 he has won, if he has gone

```
100 CALL CLEAR :: CALL SCREE
N(16):: DISPLAY AT(3,0):"THE
 '37' GAME" !by Jim Peterson
110 DISPLAY AT(5,1):" We wil
l take turns picking":"a num
ber from 1 to 5, but":"not t
he number that was just":"pi
cked."
120 DISPLAY AT(10,1):" The n
umbers we pick will be":"add
ed to the total count."
130 DISPLAY AT(13,1):" Whoev
er reaches 37 is the":"winne
r, but if you go over":"37 y
ou lose."
140 CALL SHOW(20,1,"Press an
y key to start")
150 CALL KEY(0,K,S):: IF S=0
 THEN 150
160 DATA 4,11,17,24,30,37
170 DATA 262,330,392,523,523
180 DATA 1047,784,659,523,52
3
190 C,P=0 :: CALL CLEAR :: C
ALL MAGNIFY(2):: R=10 :: FOR
 J=1 TO 5 :: CALL SPRITE(#J,
48+J,5,R,10):: R=R+30 :: NEX
T J
200 CALL SHOW(24,1,"(Y)ou or
 (M)e first?"):: ACCEPT AT(2
4,22)VALIDATE("YM")SIZE(1):Q
$ :: DISPLAY AT(24,1):""
210 IF Q$="Y" THEN CALL SHOW
(22,8,"I pick 4"):: CALL COL
OR(#4,1):: P=4 :: C=4 :: CAL
L SHOW(3,10,"COUNT=4")
220 CALL SHOW(20,8,"Pick you
r number"):: ACCEPT AT(20,26
)VALIDATE("12345"):N :: IF N
=P THEN 220
230 IF P>0 THEN CALL COLOR(#
P,5)
240 CALL COLOR(#N,1):: P=N :
: C=C+N :: CALL SHOW(3,10,"C
OUNT= "&STR$(C)):: IF C=37 T
HEN 320 ELSE IF C>37 THEN 34
0
250 RESTORE 160
260 READ X :: IF C<X THEN B=
X-C ELSE IF X<37 THEN 260
270 CALL SHOW(22,8,"I'm thin
king..."):: FOR Y=1 TO 700 :
: NEXT Y
280 IF B>5 AND B/2=INT(B/2)T
HEN B=B/2
290 IF B>5 OR B=P THEN B=1-(
P=1)
300 CALL SHOW(22,8,"I pick "
&STR$(B)):: CALL COLOR(#P,5)
:: CALL COLOR(#B,1):: P=B ::
```

```
C=C+B :: CALL SHOW(3,10,"CO
UNT= "&STR$(C))
310 IF C=37 THEN 340 ELSE IF
C>37 THEN 320 ELSE 220
320 RESTORE 170 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
100,F,5,F*1.03,5):: NEXT J :
: CALL SHOW(12,8,"YOU WIN!")
330 CALL SHOW(15,8,"Play aga
in? (Y/N)"):: ACCEPT AT(15,2
6)VALIDATE("YN"):Q$ :: IF Q$
="N" THEN STOP ELSE 190
340 RESTORE 180 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
300,30000,30,30000,30,F,30,-
4,5):: NEXT J :: CALL SHOW(1
2,8,"YOU LOSE!"):: GOTO 330
350 SUB SHOW(R,C,T$):: FOR J
=1 TO 10 :: DISPLAY AT(R,C):
" " :: DISPLAY AT(R,C):T$ ::
NEXT J :: SUBEND
```

```
100 DISPLAY ERASE ALL AT(3,5
):"THE COST OF CREDIT" ! by
Jim Peterson
110 S,T,X=0 :: DISPLAY AT(8,
1):"AMOUNT OF PURCHASE?" ::
ACCEPT AT(8,21):A :: B,T=A :
: DISPLAY AT(10,1):"CREDIT C
ARD INTEREST RATE?" :: ACCEP
T AT(11,1):R
120 DISPLAY AT(13,1):"SAVING
S ACCOUNT INT. RATE?" :: ACC
EPT AT(14,1):SR
130 X=X+1 :: I=B*R/100/12 ::
B=B+I :: T=T+I :: P=B/10 ::
B=B-P :: S=S+P+S*SR/100/12
:: IF S<A THEN 130
140 D$="$"&STR$(INT((T-A+S-A
+.5)*100)/100)
150 DISPLAY AT(17,1):"If you
had saved the amount":"of y
our minimum 10% of the":"bal
ance credit card payment":"e
ach month for";X;"months,"
160 DISPLAY AT(21,1):"and us
ed it to pay cash, you":"wou
ld have saved ";D$ :: GOTO 1
10
```

over 37 he has lost, otherwise the computer goes next.

Line 170 DATA contains the numbers which the computer will try to reach, in sequence, in order to win. The line is restored and the data is read, one value at a time. If the count has already gone past that value, but it is not yet 37, the next value is read. Otherwise, the number to be selected by the computer, B, is X-C, which will bring it to the desired number X.

In line 290, the "I'm thinking" is just for show and the delay loop keeps the response from being too fast. If B is more than 5, it cannot be picked, of course. In this case, the optimum number is halfway between C and X because the opponent will not be able to reuse it to reach X. But this can only be selected if B can be evenly divided by 2, i.e. if it is an even number, which is determined by $B/2=INT(B/2)$.

Otherwise, in line 330, if B is more than 5 (it will not be if successfully divided in the previous line) or if it is the same as the one previously selected, the strategy is to select the lowest number possible, which is 1 or, if 1 was just used, the -1 truth value of B=P will increase it to 2.

Lines 320-330 are similar to line 260; if the game is not yet over, execution returns to 240.

Execution jumps to 340 when the player has won. Line 180 DATA is restored, read in and used to play the five notes, which are increased by 1.03 in the second voice to give the arcade effect. If the player loses, line 360 restores 190 and reads values which are placed in the 3rd voice at a silent volume but sounded through the -4 noise in the 4th voice.

The subprogram in line 370, called for all the displays, alternately displays a blank and the string T$ at row R, column C for a fast blinking effect.

The Credit program uses some very simple equations. In line 110, the variables are reset to 0 because the program returns here after each calculation. The amount (A) is also at this time the balance to be paid (B) and the total to be paid.

X is the counter of months. I is the interest for one month (rate/100 to get a decimal, /12 to get the monthly rate). New balance is the balance plus the month's interest. Total (T) to be paid is the previous total plus this interest. The payment for the month is 1/10 of the balance, and the new balance is the balance minus the payment. Savings (S) is previous savings plus the payment plus the month's interest on the savings. If the savings do not yet equal the amount, go back for another month; else, potential savings are difference between actual cost and total paid plus any difference (in final month) between S and A.

CREATIVE FILING SYSTEM II

"THE NEXT GENERATION"

MARK BECK

――――――――――――――――――――――――――――――――――――――

912-242-9939   8 FORRESTRIDGE CIRCLE, VALDOSTA, GA 31602

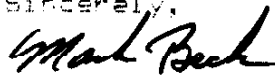December 9 1987

Dear TI User Group:

I need your help! My name is Mark Beck and I'm the author of the CREATIVE FILING SYSTEM. I'm in the process of completely rebuilding the CFS by including the best items of other databases into the CFS. I need your help in several ways.

First of all, I need the addresses of all CFS users in your group. This will allow me to add their names to my update notification list. It will also allow me to get their ideas and inputs. Currently I have about 175 registered users on my list. With all the millions of TI computers still in use I know there is more than 175 CFS users out there. I need to reach these people and your user group can help by getting the word out in your newsletter.

Secondly, I need YOUR ideas on what you consider the ultimate database. Please keep in mind the restrictions of the TI-99/4A when formulating your ideas.
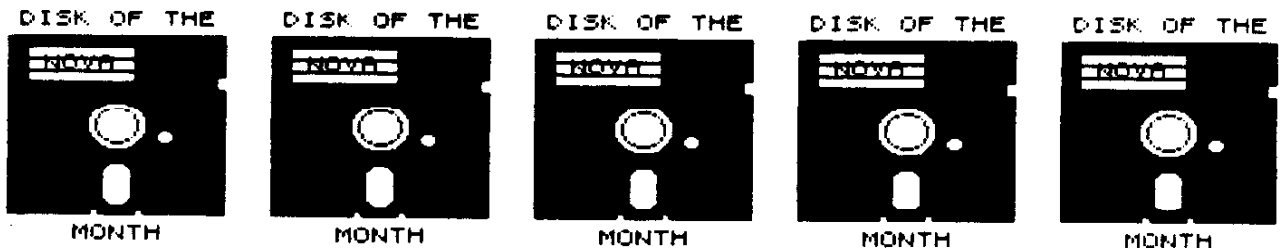
As you know the TI community is slowly shrinking and the availability of new programs is dwindling. I pledge my support by improving the CFS to meet the needs of the users. The CFS is the only program I've created and I plan to keep on improving the CFS. You can show your support by getting the word out in your newsletter and sending your ideas and suggestions on improving the CFS

Sincerely,

Mark Beck

Mark Beck

FROM THE LIBRARY

DISK OF THE	DISK OF THE	DISK OF THE	DISK OF THE	DISK OF THE
NOVA	NOVA	NOVA	NOVA	NOVA
MONTH	MONTH	MONTH	MONTH	MONTH

I HAVE HEARD FROM SEVERAL PEOPLE THAT THE BOOT PROGRAM ON THE DISK OF THE MONTH WOULDN'T LOAD THEIR EXTENDED BASIC PROGRAMS. IT SEEMS I USED THE WRONG LOADER FOR THE BOOT PROGRAM, AND THIS MONTH I'VE USED ONE THAT WILL WORK FOR YOU. JUST TRANSFER THIS MONTH'S LOAD PROGRAM ONTO THE LAST THREE DISKS. THIS WILL TAKE CARE OF ANY LOADING PROBLEMS YOU MIGHT'VE HAD. THIS MONTH'S ADDITION WILL CONTAIN SEVERAL DIFFERENT LABEL PROGRAMS. ONE OF THEM IS THE ONE THAT WAS IN THE DEC. 1987 ISSUE OF MICROPENDIUM.
IVAR GODTLIBSEN

TI-99/4A KEYBOARD LAYOUT

FCTN
CTRL
SHIFT
NO SHIFT
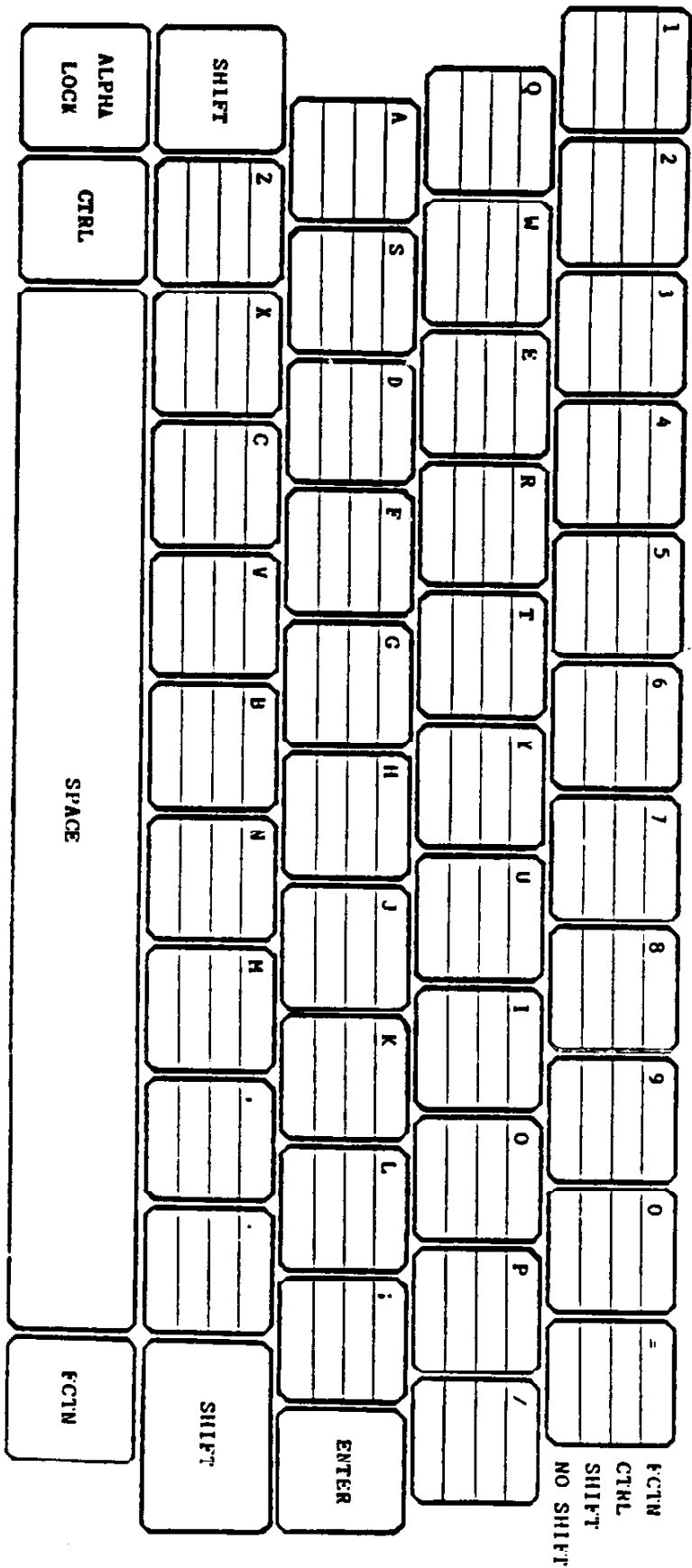
PROGRAM NAME:

Notes :

ORIGINAL SOURCE UNKNOWN.

I would like to start a series of articles about my favorite piece of software, Multiplan. I have found many many uses for this program & haven't even begun to scratch the surface of what it is capable of doing. I'm still a novice user but I would like to share with you some of the uses that I have found for this great program.

My most frequently used file is a combination budget sheet and checkbook balancer. About once a week, I enter all the checks I have written under various budget categories that I have made my deposit entries to. At a glance I can tell if my checkbook balances and just how much money is in the account for various items like insurance, utilities etc.

I also have a file for income tax purposes. I keep a monthly file of all income, (wages, dividends, interest, etc), taxes paid, and all items that qualify for tax deductions. (The number of rows has significantly decreased this year). Along with these files, I keep a yearly file that uses the xcopy routine to enter a summary of each month's file. So at any time, I can tell exactly how much income I've had, how much I've paid in taxes (ouch) and how much I am able to claim on deductions. No surprises in Jan.

Another file is medical insurance records. I have medical coverage at work and am also covered by my husbands insurance. This is great but at times can be confusing as to who has paid what. MP keeps these records for me better than the insurance companies at times.

My job is a part time position and I accrue vac. and sick leave according to the number of hours that I actually work. I no longer need to rely on personnel to tell me how much leave I am entitled to...MP calculates it for me on a weekly basis. A few months ago, the figures I got from personnel did not agree with mine. Can you guess who was right? MP of course.

Another interesting file is the utilities. This keeps track of the cost and usage of our utility bills each year. What is so interesting is that even though the usage goes down, the cost goes up.

While I spend my free time at the computer, my husband spends his on the golf course with a few of his buddies. MP keeps a record of their scores, figures their averages, handicaps and gives them a nice printout of the bad news.

In addition to the mathematical capabilities of MP, there are great sorting abilities. I use this in the golf file in order to find a low average to figure the handicap. However, it's great for another file I have...my address list. This gives me a clear concise printout of name, address, city, state, zip, phone and category (such as friend, relative, neighbor). I can sort by any field and print out only what I choose.

The file that brings a laugh to my friends is my grocery list. I type it in MP and sort it by aisle. (our supermarket recently remodeled and gave out maps which I keep by the computer) They say laugh, but I zip through that store lickety split.

And last but not least, I tried something new today. I used MP as a word processor to write this article. I'm not exactly thrilled with this particular use but I read about it in another newsletter and just had to try it. It was really fascinating how it all came together. I will reprint the article in a future newsletter.

That's all for now folks. Perhaps next time, I'll give some specific examples and also some hints I've picked up in various articles. I would really be interested in hearing of some of the uses to which you put Multiplan. Submit an article if you like. We can learn from each other.