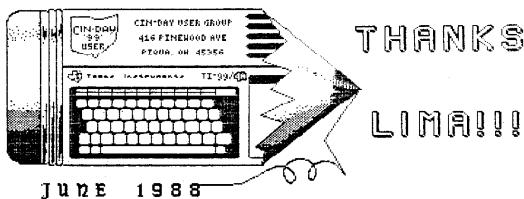
# 800



LAST DAYTON MEETING:

LAST DAYTON MEETING:

THE LAST DAYTON MEETING WAS CALLED TO DROVER AT 12:15 PM. BY FRANK LARRICK (DAYTON SCRETARY), WHO STOOD IN FOR RICKS KELLOGG WHOSE ABSENCE WAS NECCESSARY BECAUSE OF RICKS INVOLVENENT WITH HIS SONS IN THE CUB SCOUTS (RICK WAS INDIAN FUN DAY MASTER). FRANK YHANKED LAZIRUS FOR THE USE OF THE COIN ROOM FOR THE MEETING AND INTRODUCED THE OTHER OFFICERS PRESENT. THEY WERE: ERIC BISHOP (DAYTON LIBRARIAM). THE CUB SCOUTS (RICK WAS INDIAN FUN DAY MASTER). FRANK YHANKED LAZIRUS FOR THE USE OF THE COIN ROOM FOR THE MEETING BISHOP (DAYTON LIBRARIAM). THANK ERIC FOR HIS HELP. FRANK READ THE GROUP BIGLAIMER RESARDING THE SALE AND/OR PROMOTION OF ITEMS AT THE GROUP MEETINGS. STARTING WITH OLD BUSINESS FRANK ACAIN ENHAULT HE GROUP DISCLAIMER SCHOOL OF THE 11 CONFERENCE IN LIMA, CHIO STARTING AT 10 AM. CHE SALE AND/OR PROMOTION OF ITEMS AT THE GROUP DISCLAIMER STARTING WITH OLD BUSINESS FRANK ACAIN ENHAULT BY AND THE SITE ON THE FOLLOW OF THE WAS THE SITE ON THE START OF THE YEAR OF THE WAS AND THE SITE ON THE START OF THE YEAR O

MAGAZINE. IN COMPUTER SHOPPER THIS MONTH: STI SCRUM" HAD INFO ON UNAUTHORIZED USE OF ENTRE CODES TO SECSE AND NUMBERS TO CALL TO CHANGE CODES: A WARNING ASOUT LITTUM SATTERIES; A NEW TERMINAL EMULATOR PROGRAM: AS Y HARLES EARL CALLED TITLOT. AND A SEYIEM OF THAT "ASSARI'S AS YELL'S TO "THE "STILOT" AND A SEYIEM OF THAT "ASSARI'S AS YELL'S TO "THE "STILOT" AND A SEYIEM OF THAT "AND BARB BERG'S FROZER "SILOT" STILOT" AND A SEYIEM OF THAT "AND BARB BERG'S FROZER "SILOT" STILOT" AND ASSARING AS THE "SILOT" STILOT" AND EARL SERIES SERIES CARRIERS AND A LETTERHEAD DESIGNEER (PACKAGE COST) SILOT SERIEM OF THE "SUFEER EXTENSES DOSTHWARE BOX 115. LIPSCOMB, I AS OLIGI A REVIEW OF BILL HARRS PROGRAM "CLASS" MAKES USE OF THE "SUFEER EXTENSES SERIEM BASIC" MODULE DEVELOPED BY "MS" MAKES LETTERS. SPECIAL SHAPES FOR SIGNS, POSTERS AND TRATINGS. PROSRAM INCOPERATES "SUBJECT SUBJECT SERIEM PROGRAM "SOFTWARE" PROGRAM "NEOTH PACKAGE COST SION, OO) SILL HARM SECT MAYES PROGRAM "NEOTH PACKAGE COST SION, OO) SILL HARM SECT MAYES AND A SINO, POST SIDNER "SOFTWARE" PROGRAM "NEOTH PACKAGE COST SION, OO) SILL HARM SECT MAYES AND AND SIDNER "SOFTWARE" PROGRAM "NEOTH PACKAGE COST SION, OO) SILL HARM SECT MAYES AND SINO, POST SIDNER "NEOTH AND SIDNER "SOFTWARE" PROGRAM "NEOTH PACKAGE COST SION, OO) SILL HARM SECTION SIDNER "SOFTWARE" PROGRAM "NEOTH SIDNER" STALE "AND SIDNER "SOFTWARE" PROGRAM "SENIAL COST SION, POST SIDNER "SOFTWARE" SALE "AND SIDNER "SOFTWARE" SALE "SOFTWARE SALE "SOFTWARE SALE "SALE "SOFTWARE SALE "SOFTWARE SALE "SALE "SOF

#### TI BITS \* Number 10

#### By Jim Swedlow

(This article originally appeared in the User Group of Orange County, California ROM)

#### ALPHABET SOUP

We are constantly bombarded with acronyms. This list is provided as a public service to help you sound like you know what you are talking about!

AI - "Artificial Intelligence" - trying to make computers think like people. A science in its infancy.

ALGOL - "ALGOrithmic Language" - a programming language.

ANSI - "American National Standards Institute"

APL - "A Programming Language" - an interactive programming language that is well suited for handling complex operations on arrays.

ASCII - "American Standard Code for Information Interchange" - and you thought that the II was version two! Pronounced "ask-key".

BASIC - "Beginners All purpose Symbolic Instruction Code" - some suggest that the acronym came after the name!

BBS - "Bulletin Board System"

BIOS - "Basic Input Output System" - the part of CP/M or MS-DOS that allows the CPU to communicate with the keyboard, screen, printer, etc.

C - a programming language developed at Bell Labs. Its predecessors were B (1970) and BCPL (1967).

CMOS - "Complementary Metal Oxide Semiconductor" - a type of IC noted for its low power consumption and resistance to damage. Often used in portable computers. IC's of this type usually have the letter C in their name.

CP/M -- "Control Program for Micro-computers" - a family of operating systems that would have been the standard for business had IBM not used PC-DOS (see MS-DOS).

CPU - "Central Processing Unit" - the part of the computer where arithmetic and logical operations are performed and instructions are decoded and executed.

CRT - "Cathode Ray Tube" - the screen on your TV or monitor.

EOF - "End Of File"

IC - "Intergrated Circuit" - a chip with
many miniature transistors and other
devices.

ISO - "International Standards Organizaton"

LISP - "LISt Processor" - a programming language often used for AI applications.

MODEM - "MODulator-DEModulator" - a device that encodes and decodes data for transmission over telephone lines, coaxial cable, fiber optics, microwaves, etc.

MS-DOS - "MicroSoft Disk Operating System" - the operating system for computers that use the 8086 or 8088 microprocessor family. MS-DOS is sold by IBM as PC-DOS for the IBM PC.

PROM - "Programable Read Only Memory" - a chip that can be programmed once but not revised. EPROM [Erasable PROM] chips can be erased and reprogrammed.

TTL - "Transistor-Transistor Logic" - a high speed IC that is often used for input-output devices (a TTL monitor, etc).

WYSIWYG - "What You See Is What You Get" - brought to its current potential by the Mac, this means that your item appears on your CRT exactly as it will look when it is printed.

#### COMPILED, ASSEMBLED AND INTERPRETED Or. Why BASIC is slower than Assembly

A computer language is what you use to tell your computer what to do. It is a common vocabulary. If you have done any programming, you know that your computer believes this language literally.

Your computer don't speak BASIC or Assembly Language. It speaks Machine Language (which is code that the CPU can execute directly).

When a BASIC program is running (also called during 'run time') something called a BASIC interpreter acts as a middle man between the program and the CPU. As each line executes, the interpreter reads the instructions and translates them to Machine Language. This takes time.

In Assembly Language, you write a source program using the Editor and then use the Assembler to assemble it into Machine Language. That's why the module is called Editor/Assembler. When you run an assembled program, execution is much faster as there is no need for an interpreter.

A compiled program is a hybrid of these two. You write your source program in a higher format. The 'higher' a language is the closer it is to English. The 'lower' it is, the closer it is to Machine Language. BASIC is a high high level language while Assembly is low level.

The language called C looks somewhat like BASIC but complies into Machine Language.

Now you know.

Enjay.

TIPS FROM THE TISERCUS

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The entire contents of Tips from the Tigercub Nos. 1 through 14, with eare added. are available as a full disk of 50 programs, routines and files for just \$15.88 oostpaid.

>>>>>NOW AVAILABLE(((((((

Tips from the Tigercub **VOLUME 2** The entire contents of Tips Nos. 15 through 24. with 64 routines and files. also \$15.80 postpaid.

Or both for · \$27 postoaid.

>>>>ALSO NOW AVAILABLE(((((

New Catalog #6, for \$1 which is deductable from your first order. Describes 146 original programs for only \$3 each (plus \$1.50 per order for casette or disk. package and postage).

If you have my previous catalog, the following are now available in Extended Basic versions -Fast Addition Practice, Submarine Hunt, Rithmatik, Wawaland Calso now available in Basic with Speech?, Long Division Cryptograms, Miss Smell. Scrambulation, Bargraffer, Squinch, Dry Gulch, Name That Tune, Scrue, Midnight Treil, Nimbo, Kindertimes, Optical Illusion, Bazon, Synonymy, Speeder Reader, Changeroo, Blunk, Fraction Math. Three Buckets Puzzle. Roman Mumbers, Match A

Patch, Kindereinus, I & E Spelling, Casting Out Mines. Haunted Graveyard, Spalling Teecher, Hosonvey, Antonyay, Old -Timer Puzzle, Ten Thousand Sights. Mechanical Test, Actitude Junior Speeder Reader, and Bars and Balls.

Due to reduced orices for disks and mailers, the PPH charge is now \$1.50 for either disk or casette - BUT PLEASE BE SURE TO SPECIFY WHICH!

And av best smiler -NUTS & BOLTS, a full disk of 100 lyes, I said 100) utility subprograms in MERGE format, ready for you to into YOUR DWA programs. 13 type fonts, 14 text display routines. 9 wiges, B pauses, programming mids, 9 data saving and reading routines. 5 graphics routines, 4 time and date, 6 music, 12 sorts and shuffles, 2 printer aids, 4 key and joystick, 4 math, 2 protection and 7 eiscellaneous. plus tutorial on subprograms. With documentation. example of using each subprogram. ALL for \$19.95 anly postpaid.

I have been receiving Several requests to publicize freeware which is sometimes good but sometimes of doubtful usefulness. quality, originality or even legality! And "Freeware! Send \$10 and initialized disk" is not freeware, it's somebody trying to get a free ad! So - no more freeware mentions! I am also not going to mention commercial products - after all, I'm publishing this at my own expense to promote my um seftware! However, I do owe a mention to Larry Hughes of Quality 99 Software, because in Tins #22 I recommended that disks with fractured files should

not be copied with a quick conier. Larry informed that his trademarked QUICK-COPYer is the only program of its kind on the market that does un-fracture files. He sent along a copy to prove it, and it does just that. A very useful feature!

Now. here is the new. and final, version of the Tigercub Menu Loader.

189 !by A. Kludge/M. Gordon/ T. Boisspau/J. Peterson/etc. Version #5. 9/85 110 CALL PEEK(8198.A):: IF A ()176 THEN CALL INIT 128 OPTION BASE 1 :: DIM P68 (127).V(127.3):: CALL LOAD(-31886,16):: ON ERROR 138 :: 60TO 140 136 DISPLAY AT(12.9) ERASE AL L:\*1/0 ERROR\* :: RUN 198 140 8.08.A.AS.B.C.DS.FLAG.I. J.K.KD.KK.M.Ms.NS.NM.P.PS.P6 \$(),PP,PP\$,Q\$,S,ST,T\$(),TT,V T,V(,),Ws,X,Xs,Y,K2,52 150 CALL LINK :: CALL PEEK : : CALL KEY :: CALL SCREEN :: CALL COLOR :: CALL CLEAR :: CALL VCHAR :: CALL SOUND :: 160 CALL CLEAR :: CALL LOAD( 8196.63.248):: CALL LOAD(163 76,67,85,82,83,79,82,48,8 176 CALL LOAD(12286,129,175, 126, 165, 129, 153, 102, 60) 180 CALL LOAD(12296,2,8,3,24 4,2,1,48,4,2,2,6,8,4,32,32,3 6,4,91):: CALL LINK("CURSOR" 14 :: CALL CULDR(5,7,16)::

190 CALL CLEAR :: FOR S=1 TO NEXT S :: CALL COLOR(0,2,16) 200 T\$(1)="d/f" :: T\$(2)="d/ v" :: T\$(3)="i/f" :: T\$(4)=" 1/4" 11 T\$(5)="pro" 11 ON WA RNING MEIT 218 IMAGE BAR 228 IMAGE ### Quit 230 IMAGE ### Delete 240 IMAGE ### Print 250 IMAGE 800 Rescan 260 CALL SCREEN(5):: CALL VC HAR(1.31.1.96):: DISPLAY AT( 1.4): "TISERCUB MENU LOADER" 270 ! IF YOU HAVE MORE THAN ONE DISK DRIVE, DELETE THE !

IN LINE 266 AND THE FIRST S TATEMENT IN 210 280 ! DISPLAY AT(12,6): DISK ? (1-3): " :: ACCEPT AT(12.19 )SIZE(-1)VALIDATE("123"):D\$ :: D4="DSK"&D4&"." 290 Ds="DSK1." :: OPEN #1:D\$ . INPUT , RELATIVE, INTERNAL :: IMPUT #1:MS,A,J,K :: DISPLA Y AT (1,2) SIZE (27): SEB\$ (D\$,1, 4)&" - Diskname= \*%%%; 300 DISPLAY AT(2,2): "Availab le=";K;"Used=";J-K:" Prog Fi lename.Size Type":"------ \* :: I.V T=0 :: TT=J-K 310 FOR X=1 TO 127 :: IF X/2 6<>INT(X/Z8)THEN 340 320 DISPLAY AT(24,1): "Choice ? Enter for sore 8" :: ACCEP T AT(24.24) VALIDATE(DIBIT) SI IE(-3):K :: IF K=0 THEN 338 :: IF KOD AND KOMM+L THEN 60 0 ELSE 320 338 X=1 346 I=I+1 :: IF I>127 THEN K =X :: 60T0 510 350 INPUT #1:P#,A,J,B :: NM= NN+1 360 IF LEN(P\$)=0 THEN 438 378 DISPLAY AT(Y+4.1):USING 210:NN :: DISPLAY AT (X+4,5): P\$ :: P6\$(NN)=P\$ :: DISPLAY AT(I+4.16):USING 218:J :: DI SPLAY AT(X+4,28):T\$(A85(A)) 380 V(NN,1)=A :: V(NN,2)=A8S (B):: V(NH.3)=J 398 X\*=" "LSTR\*(8):: DISPLA Y AT(X+4,24):SE6\$(X\$,LEN(X\$) -2.3):: VT=VT+J 488 IF A>8 THEN 418 :: DISPL AY AT (X+4,28): "Y" 410 CALL KEY(0,KK,ST):: IF S I=0 THEN 420 :: FLAG=1 :: 60 TO 438 420 NEXT I 438 DISPLAY AT(X+4,1):USING 220:NN :: DISPLAY AT(X+5,1): USING 238: XN+1 446 IF VT=TT OR FLAG=1 THEN 468 :: DISPLAY AT(2,25)SIZE( 4):YT 450 FOR @=1 TO 10 :: DISPLAY AT (2,25) SIZE(1): CHR\$ (38):: DISPLAY AT(2,23)SIZE(1): " :: CALL SOUND (-99,119,5,-4,8 468 IF FLAS=1 THEN 478 :: DI SPLAY AT(X+4,13):USING 240:N

N+2 :: DISPLAY AT(X+5,131:US

TM6 250:NN+3 470 DISPLAY AT(X+6,1);\* hoice?" :: ACCEPT AT(X+6,16) SIZE(-3) VALIDATE (DIGIT):K 480 IF FLAG=1 THEN 500 490 IF K=HN+2 THEN 840 ELSE IF K=NN+3 THEN CLOSE B1 1: N N=0 :: 60TO 190 500 IF K<>NN AND K<>NN+1 THE N 596 518 IF K-NN THEN CALL CLEAR :: CLOSE #1 :: END 528 DISPLAY AT(X+5,12)SIZE(1 2): # #?" :: ACCEPT AT(X+5.15 )SIZE(2)VALIDATE(DIBIT):KD: : IF KD(1 OR KD)NN THEN 528 538 IF Y(KD, 1)>8 THEN 558 540 FUR J=1 TO 10 :: DISPLAY AT(11,1):" ":" PROTECTED -CANNOT DELETE": " :: DISPL AY AT(12,1) . " . . NEXT J . . 60TO 578 550 DISPLAY AT(X+6,1)SIZE(27 )BEEP: " Varify - Delata ":PG \$(KD); "?" :: DISPLAY AT(X+6. 28)SIZE(1):"Y" :: ACCEPT AT( 1+6,28) SIZE (-1) VALIDATE ("YN" ):94 :: IF 94()"Y" THEN 570 560 DELETE DS&P64 (KD) 578 CLOSE #1 500 CALL VCHAR(1,3,32,672):: NH=8-1: X=8 :: FLAG=8 :: 50 10 260 598 IF K(1 OR K)127 OR LENCP 64(K))=# THEN 438 600 [F ABS(V(X,1))=5 OR ABS( Y(K,1))=4 AND Y(K,2)=254 THE ¥ 648 618 DISPLAY AT(12,1) ERASE AL L: Print to ? S": : (P) rinte r?":"(5)creen?" :: ACCEPT AT (12.12) SIZE (-1) VALIDATE ("PS" ):95 :: IF 95="S" THEN PP=0 :: 60TG 630 628 DISPLAY AT(12,1) ERASE AL L: "PRINTER? PIO" : : ACCEPT A T(12.19)SIZE(-18):P\$ :: OPEN \$3:P\$ :: PP=3 **630 CALL CLEAR :: CALL SCREE** N(16):: ON ABS(V(K,1))6070 & 89,440,750,760 649 CLOSE #1 :: IF SEG#(PG#( K), LEN (P64(K)), 1) ="=" THEN D ISPLAY AT(12.1) ERASE ALL: "RE TURN TO BASIC AND LOAD BY":" TYPING OLD "; DS&PGS(K):: STO 650 CALL PEEK (-31952, A, B) : 1 CALL PEEK (A#256+8-65534, A, B) :: C=A=25&+B-65534 :: A\$=D\$&

14 :: CALL COLOR(S,2,1):: N EXT S :: DISPLAY AT(12,2):"L DADING ";A\* :: 60T0 900 680 OPEN \$2:D\$&PG\$(K).INPUT FIXED II GOTO 788 498 OPEN #2: B\$4P6\$ (K) . INPUT 706 LINPUT #2: WS :: PRINT #P PINS :: IF EOF(2) THEN 738 710 CALL KEY(0,K,S):: IF S=0 THEN 700 728 CALL KEY(8, K2, S2):: IF S. 201 THEN 728 ELSE 788. 738 CLOSE #1 :: CLOSE #2 :: PRINT " >>>press any key<< (" :: IF Qs="P" THEN CLOSE # 748 CALL KEY(B,K,ST):: IF ST **KI THEN 740 ELSE 580** 750 OPEN #2: D\$4P6\$ (K), INPUT , INTERNAL, FIXED :: J=0 :: 60 TD 778 760 OPEN #2:D#4P6#(K), INPUT , INTERNAL II J-0 776 IF EOF(2)=1 THEN 736 :: J=J+1 :: [NPUT #2:M# :: IF L EX (NS) =8 THEN 798 788 PRINT #PP: HS :: 60TO 828 790 FOR Y=1 TO 8 :: @@#ASC(S E5\$(M\$,Y,1)):: IF 88432 OR 8 0>127 THEN 819 800 NEXT Y :: 50TO 780 818 RESTORE #2 :: FOR X=1 TO J-1 :: INPUT #2:H# :: NEXT I :: IMPUT #2:H :: PRINT #PP :K 820 CALL KEY(8,K,S):: IF S=0 THEM 779 830 CALL KEY(0,K2,52):: IF \$ 2(1 THEN 830 ELSE 779 840 DISPLAT AT(24,1): PRINTE R NAME? PID" :: ACCEPT AT(24 ,15)SIZE(-14):PP4 1: OPEN 92 IPPS #1 PRINT 42:8664(84.1.4 }&" - Diskname= "With 85# PRINT #2:RPT\$ ("#", 28): "A vailable=":358-VT:"Used=":VT :RPT\$(\*\*\*, 28) 840 PRINT #2: "FILEMANE SIZE TYPE": RPT\$("\_", 28) 870 FOR P=1 TO NN-1 :: PRINT #2:P6#(P);TAB(15);V(P,3);TA B(29);T\$(ABS(V(P,1)));TAB(25

P6\*(K):: CALL LOAD(C, LEN(A\*)

668 FOR I=1 TO LEN(A\$):: CAL

L LOAD(C+1,ASC(SE64(A4,1,1))

):: NEIT I :: CALL LOAD(C+I,

678 CALL VCHAR(1,3,32,672)::

CALL SCREEN(8):: FOR S=0 TO

);V(P,2);: NEXT P :: CLOSE \$

2

B88 DISPLAY AT(12,3)ERASE AL
L:"(P) to print again":" (R
) to rescan":" (Q) to quit"

896 ACCEPT AT(15,4)VALIDATE(
"PQR")SIZE(-1)BEEP:Q\$ :: IF
Q\$="P" THEN 848 :: CLOSE \$1
:: NN=8 :: IF Q\$="R" THEN 19
9 ELSE ENO
998 RUM "DSKX.1234567998"

This version turns off the Quit key, restarts itself rather than crashing on an I/O error, and has pre-scan for faster start-up. It displays disk name, sectors available and sectors presumably used - it also totals up actual sectors used and sounds a warning if any sectors are not accounted for.

127 It lists up to grageass and files by number, filename, number of program or file sectors, type, file record length, write-gratection. will stop for menu selection on any keypress or at the screen. each ۵f on Enter. It continuing will load and run program that can run from Extended Basic, displaying its filename while loading. If the filename ends in an asterisk, it will warn you to return to Basic. It will unprotected any program or file, after first requiring verification by filenaes, or will inform you if the file is protected. It will read any readable file, including internal numeric, and list it to screen or printer. It will dump a catalog of the disk to your printer, and it will offer the option of quitting or rescanning the disk or And it's amother disk. free, I don't even want a freeware donation - but I would appreciate if you would take a look at sy if, catalog and 588

somewhere among those 140 programs, there might be something you would be willing to pay \$3 for? The Menu Loader is included as a bonus on every disk I sell!

199 CALL CLEAR :: RANDONIZE :: DISPLAY AT(3,4): TISERCUB MATH PUZZLE" 118 DISPLAY AT(6.1):\*Insart +. -. \* (aultiply) OR / (div ide) between the digits to equal the total": :"Type O to give up 128 DISPLAY AT(12.1): "Level 1 or 2?" :: ACCEPT AT(12.15) VALIDATE("12");L# 13# T.X=INT(9#RND+1):: M\$=ST R\$(X):: Z\$=H\$&\* \* 148 FOR J=1 TO 4 :: Y(J)=INT {9#RND+1}:: Z=[NT(4#RND+1):: ON I 60SUB 240,250,260,270 :: Z\$=Z\$&STR\$(Y(J))&\* " :: N EXT J 150 IF L\*\*1" AND TC>INT(T)T HEN 130 :: Z\$=Z\$&"="&STR\$(T) 160 DISPLAY AT(12,1): 25 :: 0 ISPLAY AT(18.1): " :: DISPL AY AT(20,1): " :: BISPLAY A T(22,1):\* \* 170 P=2 :: FOR J=1 TO 4 :: A CCEPT AT(12.P) VALIDATE("Q+-# /") SIZE(1):S\$ 180 IF SS="8" THEN 200 ELSE IF S\$="+" THEN X=X+Y(J)ELSE IF SS="-" THEN I=X-Y(J)ELSE IF Sa="=" THEN I=I=Y(J)ELSE I=X/Y(J)198 P=P+2 :: NEXT J :: IF X= T THEN 238 :: DISPLAY AT(18, 1): "WRONG!" 269 DISPLAY AT(29,1): "ANSWER IS ":MS 219 DISPLAY AT(22,1): PRESS ANY KEY" 220 CALL KEY(0,K,ST):: IF ST (1 THEN 229 IT 60TO 138 238 DISPLAY AT(18,1): "RIGHT! \* 12 GOTO 210 240 M4=M4&"+"LSTR\$(Y(J)):: T =T+Y(J):: RETURN 25# H4=H4&"-"&STR\$(Y(J));: T =T-Y(J):: RETURN 260 M4=M4&"="&STR\$(Y(J)):: T =TEY(J):: RETURN 278 MS=MS&\*/\*&STR\$(Y(J)):: T. =T/Y(J):: RETURN Enjoy!

Jia Peterson

#### TI NET ONLINE SIGN-UP

Official S00-385-4636
OF 617-576-2961

Press RETURN twice
At PASSWORD, type TINET and RETURN
\$29.95 includes, manual, membership and one free hour.

TI NET

JEFF GUIDE

P. O. Box 244 Lorton, VA 22079 703-339-7097 Delphi: TeleData

# Disk Only Software

JEFF GUIDE

Software Olvision P. O. Box 244 Lorton, VA 22079 703-339-7097 800-466-9272

Delphi: DOS CompuServe: 74405, 1207 XBASIC TRICK
by Mark Shafer
BlueGrass 99 Computer Society
Reprinted from 99'er News
September 1987

I have just discovered a use for the edge character; hold on to your hats cause it's a worthwhile one. type in the following code:

100 CALL CLEAR :: CALL SCREE N(7):: FOR X=1 TO 8 :: CALL COLOR(X,2,16):: NEXT X :: CALL VCHAR(1,31,31,76):: CALL HCHAR(7,30,31)!226
110 CALL HCHAR(8,2,32):: ACC EPT AT(7,1)SIZE(-28):A# :: D ISPLAY AT(15,1):A\$ !222
120 CALL KEY(0,K,S):: IF S=0 THEN 120 !188

When you run the program, Just type anything. Watch what happens when the cursor reaches the edge character I put in column 30. You are no longer limited to one line as usual with the ACCEPT AT. The screen may look funny, but you don't need to use a colored edge character to do this trick. What is happening is when the character to do this trick. What is happening is when the computer executes an ACCEPT it remembers what screen ress (row/column) to end input. By putting the character there, the address the input. edge will skip the cursor characters, four thinking it's reached an end of line. The cursor will never reach the ending screen address. Word of caution within trick - INSERT w with will be characters to be off the end of the cause dropped string; DELETE doesn't work right On the first line; ERASE works though. Also, sivariables are limited to string o 255 characters; enter more than you'll that and lose characters.

GIC TO A

# THE PRINTING WORKS

5449 MARINA DRIVE - WEST CARROLLTON, OHIO 45449 - 513/866-4241

#### GETTING THE MOST FROM YOUR CASSETTE SYSTEM: by MICKEY SCHMITT

#### NUMBER 1: GETTING STARTED

Before you try to do anything with a cassette system you need to start with the right equipment. There are many different models of standard cassette recorders available which will work with your TI computer. (Besides the official TI program recorder). However, for best operation and alot less mental aggravation, you should use a cassette recorder with the following features:

- 1. VOLUME CONTROL: For best results this should be set between mid-range and maximum settings.
- 2. TONE CONTROL: For best results this should also be set between mid-range and maximum settings.
- 3. MICROPHONE JACK: This jack is needed in order to receive information from your computer.
- 4. EARPHONE OR EXTERNAL SPEAKER JACK: This jack is needed in order to send information to your computer.
- 5. REMOTE JACK: This jack makes it possible for your computer to control your cassette recorder's drive motor thus your tape recorder will run by pressing the "ENTER" key on your computer console.
- 6. DIGITAL TAPE COUNTER: This is a very important feature as it will save you alot of unnecessary aggravation. This feature enables you to easily locate the correct tape position of your program or data file. This is especially useful when you want to store more than one program on the same side of the cassette tape.

Next, you will need to have the TI cassette interface cable which is used to connect your recorder to your computer. Although this cable comes with the official TI program recorder, it must be purchased separately if you are using another type of cassette recorder.

The following instructions will guide you through the process of connecting your cassette recorder to your computer using the TI cassette interface cable:

- Locate the nine-pin plug at one end of the cassette recorder interface cable. Insert this plug into the jack on the right rear of the computer.
- Locate the set of three plugs at the other end of the cable. The wires that lead to these plugs are color-coded: Red - White - Black.
- Locate the jacks labeled: MIC EAR ( or External Speaker ) and REM on your cassette recorder.
- 4. Insert the plug with the Red wire into the recorder's Microphone Jack ( labeled MIC ).
- 5. Insert the plug with the White wire into the recorder's Earphone ( or External Speaker ) Jack ( labeled EAR ).
- 6. Insert the plug with the Black wire into the recorder's Remote Jack labeled REM ).

That's all there is to it! Your cassette system is now ready to go.

Next month's topic will be Loading and Saving programs.

# TI-99/4A COMPLETE SYSTEM FOR SALE \$600.00 OR BEST OFFER



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#### **HARDWARE**

TWO BLACK AND SILVER CONSOLES PERIPHERAL EXPANSION BOX 32 K TI MEMORY EXPANSION CARD TI DISK CONTROLLER CARD TI RS-232 CARD TWO TEAC 55A SSDD DISK DRIVES ONE SHUGART 400-L SSDD DRIVE ONE DRIVE CABINET W/PWR SUPPLY 192K HORIZON RAM DISK (KIT) TI SPEECH SYNTHESIZER ANCHOR MARK III 300 BAUD MODEM NEC JC-1215MA 12" COLOR MONITOR STAR GEMINI 10X PRINTER GE COMPUTER CASSETTE RECORDER CORCOMP LOAD INTERRUPT SWITCH NAVARRONE 3-SLOT WIDGET TWO PROFESSIONAL JOY STICKS

#### SPARE PARTS

2 SWITCHING POWER SUPPLIES 2 TI STANDARD KEYBOARDS 1 GEMINI 10X DOT MATRIX HEAD

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TI EXTENDED BASIC
TI EDITOR/ASSEMBLER
TI WRITER
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BRAPATE

## ARTIST'S COMPANION #2

Artist's Companion #2 is the second in a series of supplemental graphics packages for the TI Artist drawing system. The two disk set includes of 13 fonts and 60 small pictures (instances). Also included is Artist's Connection, a program generator that allows TI Artist pictures and clip art to be used in BASIC and Extended BASIC programs. Requires: TI Artist or another compatible graphics package. Only \$9.95

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This two disk set includes a complete array of new and original fonts and clipart for TI Artist. Several of the fonts are exceptional... Barcode, Ballon, and an all new 3D font. Two small fonts are included which are excellent for those "small jobs". Artist's Companion #5 contains a total of 16 fonts and 12 instances. Requires: TI Artist or another compatible graphics package. Only \$9.95

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Another two disk set for TI Artist packed with new and exciting fonts and clipart. A total of 13 fonts and 24 instances are included. The fonts included with Artist's Companion #6 go beyond the imagination... Cabaret, Gatsby, Orient, Music, and Stacked are remarkable. Four of the fonts are small and complete. Requires: TI Artist or another compatible graphics package. Only \$9.95

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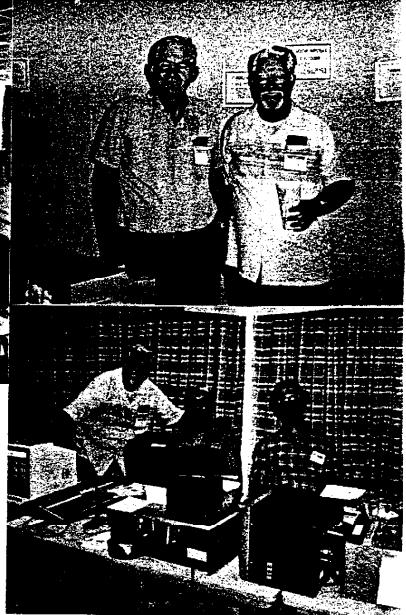
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Wordcount Program
by Jim Peterson
(from PUG Peripheral - May 1988)

Some time ago, MICROpendium had a rather slow routine to count the number of words in a DV/80 file. The following program is much faster. It ignores any lines beginning with a period (TI-Writer formatter commands), otherwise counts each cluster of characters followed by a space, plus the last cluster on the line.

100 !WORDCOUNT PROGRAM BY JI M PETERSON 1203 110 DISPLAY AT(12,1) ERASE AL L:"INPUT FILENAME?":TAB(15); "DSK" :: ACCEPT AT(13,18):F\$ :: OPEN #1:"DSK"&F\$, INPUT ! 179 120 A=1 :: LINPUT #1:M\$ :: I F ASC(M\$)=46 THEN 140 !249 130 X=POS(M\$," ",A):: IF X=0 THEN 140 :: IF X=A THEN A=X +1 .. GOTO 130 ELSE F=1 :: C =C+1 :: A=X+1 :: GOTO 130 !2 07 140 C=C+F :: F=0 :: IF EOF(1 )<>1 THEN 120 :: CLOSE #1 :: DISPLAY AT(12,1) ERASE ALL:" APPROXIMATELY "&STR\$(C)&" WO RDS." !249



Thanks to the outstanding effort of the Lima Area 99/4A Computer User Group, the Multi User Group Conference held in Lima was a huge success. There was something of interest for everyone - from a demo on interfacing your video recorder and TI to the new abilities of John Birdwell's Disk Utilities Version 4.1. There was a large turnout and a good deal of buying, selling and trading of a ! ! kinds! Thanks again, Lima, me, vē looking forward to next year's! (Photos courtesy of CIN-DAY member Herb Kline.)

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#### THE NEW FEATURES OF FUNNELHEB v4.0 by Charles Good Lina Ohio User Group.

The last update of FUNNELMEB v3.4 was dated May 14 1987. Subsequent improvements have all been incorperated into v4.0, and this new version has now been released as fairware. This is a major update designed to be compatable with Myarc's Extended Basic II as well as II Extended Basic. This review describes the v4.0 release dated Oct. 20, 87. No doubt improved versions with more recent release dates will soon appear. However all v4.0 releases will have the same basic organization, so this review should remain valid for future v4.0 releases.

#### THE CONFIG PROGRAMS

The most obvious improvement in v4.0 is COMFIG which can be accessed from the first XB User List menu or from the central User List menu. COMFIG allows the user to customize FUNNELNEB in numerous ways without any programming. All you do is follow the screen prompts. Any idiot can do it, but in case you aren't just any idiot check out the COMFIG flow chart accompaying this article.

Although the v4.0 LOAD program remains a hybrid of IS and assembly code, the FWb authors advise against trying to directly edit the IS part of LOAD. One reason is that if you are using MYARC IBII the IS portion of LOAD cannot be resaved properly. Also, there is no longer a UPATCH file to transfer LOAD customization to UTILI. All configuration of LOAD, UL, and UTILI should now be done with CONFIG. If a later release of v4.0 is obtained the newer release should be configured from scratch with CONFIG. It is no longer recommended that you customize newer releases by merging the old LOAD IS code onto the newer LOAD. If you attempt to customize future v4.0 updates this way there is no easy method to transferring the customizations to UTILI.

CONFIG allows the user to set up FUNNELWEB on a primary AND secondary drive (or randisk). Configured this way, FUNNELWEB suspends boot disk tracking and expects the TI-Wr central senu files to be in one drive, and the Ed-As central senu files to be in another drive. If you run out of space on one disk for the FWb files and all of the your assembly user files which FWb expects expects to be on the boot disk, then this is a useful option.

#### CENTRAL RESS USER OPTIONS.

Henu item \$6 in each of the two central menus now is a UTILITY option whose menu name and two character file name can be customized with CONFIG. Any PROGRAM image EAGS software can be loaded directly from the central menus with a single keypress via these options without first having to first select the central menu User List. The FWb authors suggest that the II-Wr central menu utility would be a good place to load a spell checker.

#### **#BLTIPLE USER LISTS:**

The central menu user list now has an option that reads "Next UL". This loads another user list file named UM which in turn can be configured to another user list file UM, etc. You can load from menu unlimited numbers of assembly language user programs in this way. Each of these user lists is a copy of file UL that is configured separately with CONFIG. After all UL files are independently configured, they are remained UL, UM, UN, etc. You can form a continuous loop by making the last user list load the file UL again.

#### TAB RULER SHOWS IN EDITOR:

The EOF line that originally showed in the editor immediately below the last line of text has been modified into a 40 column ruler similar to the tab ruler that shows at the top of the screen when you set tabs. The modified EOF line is very useful for centering text in an editor screen and for the manual indentation of paragraphs and columns. The EOF line is numbered 0, 1(0), 2(0), 3(0), etc., with the other positions for columns 0-79 indicated by dots. The EOF line shifts with left/right windowing and with line numbers on/off, and is only visible at the end of the text buffer.

#### **BEN DISK DIRECTORY FEATURES:**

Screen displays have been improved for disk directories called with ALD (formatter, assembler, or a central menu) and SD (from the editor). A prompt line at the bottom of each directory tells you which keys to press for each feature. Pressing EQUAL after a directory is loaded shows if PROGRAM files are EA or BX (either basic) programs. This feature isn't new to v4.0 but it is worth mentioning here because it is so neat. If a PROGRAM file is not indicated as EA or BX after pressing EQUAL, the program file is a data file for the ADVENTURE, PRK, or similar module. A number (1-0) which has been added to the left of each displayed file name tells you which number key to press in order to mark a file. The marked file is put in the mail box memory and appears on the screen when you LF from the editor or when you boot the formatter or assembler.

The directory obtained from the editor with SD has some VERY USEFUL new features not found in the AID directly. Press "P" to print the directory to the editor print device. usually a printer. To delete the marked file from the disk press "D". An especially nice feature is the ability to view a marked file by pressing "Y" without disturbing what you are editing in the editor's text buffer. After viewing the disk file you can then go back and continue editing the text buffer, since it is not necessary to save off what is in the buffer before pressing "V". If you press "O" (meaning told file', not 'load file' as might be suggested by the screen prompt) the current marked file becomes unmarked and the OLD previously marked file name replaces the just unmarked file as the mail box file mame. It is a good idea to press "O" after viewing a file with "V" if text is in the editor's buffer. This will prevent you from accidently overwriting the viewed file when you later save the text buffer contents vith SF.

OTHER MINOR CHANGES:

Disk Patch (file DP) has again been modified. The insctuctions are displayed on the first DP screen for easy reference. With the contents of a sector in view, pressing PROCEED brings up the previous sector, and BREAK displays the next sector. Always before in earlier versions of FWb and in the original DISKO, PROCEED displayed the next sector as would seem logical. I find PROCEED incrementing sectors in reverse to be confusing.

Color combinations can now be cycled through by pressing ZERO from almost any FWb menu that requests a number key press. In earlier FWb versions the color cycle key varied from menu to menu.

DM1000 files MG and MH have been modified so they will load successfully from outside of the FUNNELWEB environment. These FWb v4.0 HG and MH files can now be loaded and used correctly from XBASIC command mode if you have the Horizon Randisk epron (reviewed last month in BBLP) and type CALL DM.

In my humble opinion (I'm modest too, just ask me some time and I'll tell you how modest I am!) FUNNELNED is the most significant single piece of software ever for the 99/4A. These improvments make FUNNELHED even better. If you upgrade to v4.0 you might consider giving an additional fairware donation to the Funnelweb authors, even if you have paid for a previous version.

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## TI Writer Tips by Dennis Sherfy (from The HUGgers Newsletter Nov 1987)

All of you have heard of indenting. TI WRITER even includes a formatting command to make indenting easy. A companion procedure is OUTDENTING. Outdenting is a way of emphasizing paragraphs. It is the opposite of indenting. The first line of each paragraph starts at the left margin, while each subsequent line of the paragraph is indented. If you are writing a paper using the following formatting commands -

".LM 7;IN 12;RM 71",
You would have a rather normal looking paper. If you want to set off a number of paragraphs, switch to outdenting. Reverse your left margin and indent settings. Use—
".LM 12;IN 7;RM 71".

This will cause the first line of every paragraph to start at column 7. Subsequent lines will start at column 12.

Try this technique and you will see that you have a very powerful formatting tool.

Outdenting is useful when you are listing a variety of subjects, along with some textual information about each subject. It will make each subject stand out.

each subject stand out.

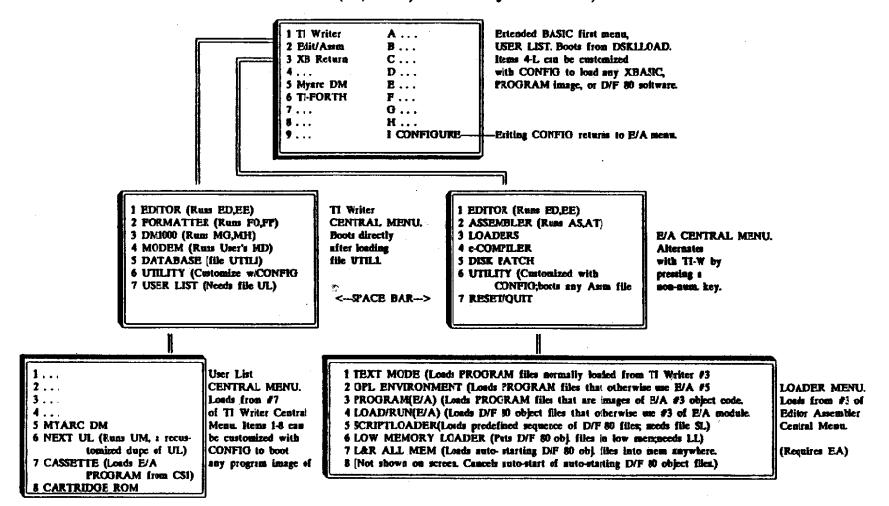
You might try outdenting along with bold type for your subject. The commands to switch your printer to BOLD may cause your printer to indent an extra space. If this occurs, change your IN to 6, to allow for the formatting command in your document.

OUTDENTING is a powerful formatting tool. Try it, you'll like it.

Note: This is a sample of outdenting as Dennis Sherfy described and is provided by the CIN-DAY editor. This should make your documents more interesting and easier to read.

#### FUNNELWEB 4.0 MENU FLOW CHART

FCTN-7 (AID) from any of these means gives a disk directory.



Reformatted by Robert Simms from versions printed in the Lima, Ohio Users Group newsletter.

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#### 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 necesary. 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, 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 16MHz. 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 few of us can indulye in.

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-77/4. For writers who plan the "Great American Novel", a word processor that can handle several hundred pages, or a thesauras, or a 120,000 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 software available to fill your computer. Find the best 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. Sulpher, LA 70663-6724) and, of course, BBS's, 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 include a self-addressed, stamped envelope) stating requirements and we will tell you if we know of similiar 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 upgrade. The process of making the decision is time-consuming and a lot of work. But that is how it should be.

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75229

<sup>&</sup>quot;When one door is shut, another opens" - Cervantes